Uniwell
2004-09-24

LX-5000 series 02 type

LX-5600 2-sheet dot matrix printer
LX-5700 2-sheet thermal printer
LX-5750 1-sheet thermal printer

Operation Manual

THE SOCKET-OUTLET SHALL BE INSTALLED NEAR THE EQUIPMENT AND SHALL BE EASILY ACCESSIBLE.
LA PRISE DOIT ETRE PRES DE L'APPAREIL ET FACILE D'ACCES.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-- Reorient or relocate the receiving antenna.
-- Increase the separation between the equipment and receiver.
-- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
-- Consult the dealer or an experienced radio/TV technician for help.

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Notes

1. The contents of this manual are subject to change without notice.
2. We can not be held responsible if other products, which are not approved by us, are used for options or expendable supplies.

ATTENTION

Thank you very much for purchasing this Electronic Cash Registers. This ECR has many programmable features, hardware combinations and options. Please consult your dealer as to your particular requirements, as this ECR can be configured, through both hardware and software (programming) to suit a variety of different applications.

Please fill in the information requested below:

MODEL : _____

SERIAL No.: _____

DATE OF PURCHASE: _____

YOUR DEALER
(WHERE PURCHASED): _____

Phone/Fax/Address: _____

_____

_____

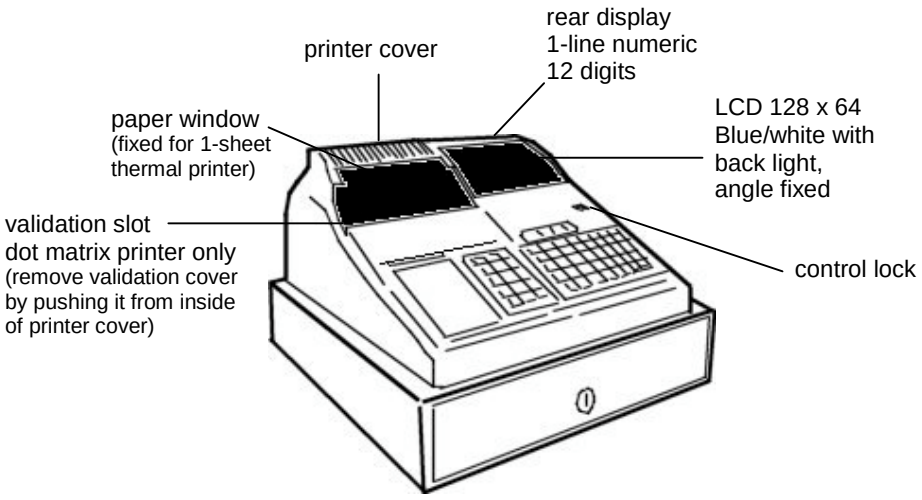
I. INTRODUCTION

This ECR is Hospitality POS terminals for Restaurants, Bars / Pubs and Quick Service having a lot of functions like scanning system, clerk interrupt system and Inter Register Communication, and so on as follows:

Major Features

- LCD display (21 digits, 8 lines) with scroll functions
- Scanning system with 14 digits random PLU code having 22 digits PLU descriptor
- Standard 877 PLUs, Max. 12319 PLUs (option)
- 64 group-As, 25 group-Bs and 10 main group-As
- 40 Look Up PLU keys, up to 40 PLUs assigned to one Look Up PLU key (option)
- 32 clerks with its own full transaction memory
- Clerk time & attendance - 3780 records (option)
- Clerk report with specified 20 PLUs or 20 group-As sales data
- Clerk interrupt system or Simple item track system - 50 item tracks
- Customer bill buffer records check-out bill contents excluding PLU contents (option)
- Scroll Void
- Transaction Void
- Item Transfer
- Simple Condiment PLU
- Euro Currency System
- Tray Subtotal Tendering
- ESF buffer print with max. 7943 records of ESF memory (option)
- Ticketing Function
- 25 Media Keys + 10 Preset Tender Keys
- 4 Arrangement Keys (50 key steps)
- PC Batch Communication, Programming Module PLM 2000
- IRC (Inter Register Communication)
    - 8 ECRs
    - 4 kitchen printers TP-822/832, CBM-1000 via NA-710/730
    - 4 slip printers TP-620
    - PC communications with Tensai2000
- Scale link

II. INSTALLATION



Unpacking
Check the contents for obvious physical damage.

Suggestions for installation
1) The ECR should not be installed in extremely hot or cold places, or places which are exposed to direct sunlight for extended periods of time.
2) The ECR should not be installed where it may come into contact with excessive dust.
3) The ECR should not come into contact with liquid.

Check the following before using ECR
1) The required peripheral(s) has (have) been connected to the correct interface connector(s);
2) The power plug is connected to the AC outlet;
3) The control key is turned to the appropriate position;
4) The appropriate number of paper roll(s) is (are) fitted.

When you connect / disconnect the cable for the peripheral, make sure that the AC cord is disconnected.

Replacing Paper Rolls - Dot Matrix Printer

Regarding terminal printers, refer to the respective printer's User's Manual.

a) Lift the printer cover.

b) **Removing old paper:**
Press the receipt or journal paper feed key to feed the remaining paper through the printer or push the green paper release lever towards the paper roll bed and pull the paper through the printer.
DO NOT force paper through the printer as this may result in damage to the printer mechanism or cause a paper jam.

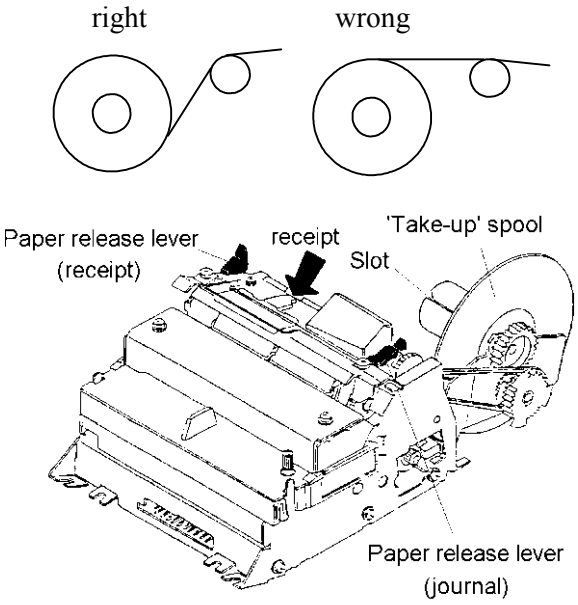
c) **Inserting new paper:**
Place the new paper in the correct position on the printer's paper roll bed.

d) Make sure that the leading edge of the new paper roll is cut **straight** across.

e) Set the paper release lever and insert the leading edge into the printer slot.

f) In order to feed the paper, press the paper feed key to the roll you are replacing.

g) In the case of the journal paper, insert the loose end of the paper tightly to the slot of journal 'take-up' spool.



fine quality paper roll
44.5 mm x ø83 mm

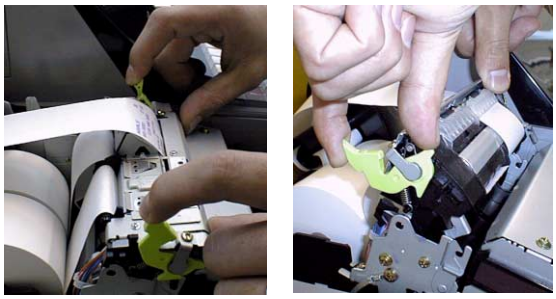
When paper jammed inside the paper guide

a) Raise the paper guide by lifting both paper release levers.

b) Remove the jammed paper by hand.

c) Close the paper guide.

d) Then, with both hands, gently press down both sides of the paper guide.



Replacing the Ribbons - Dot Matrix Printer

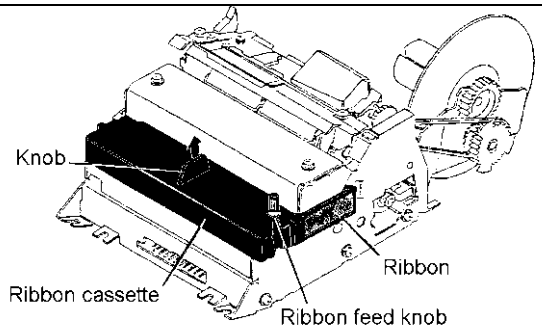
INK RIBBON: ERC-32 (Epson)

a) Lift the printer cover and remove the old ribbon.

b) Turn the ribbon feed knob to stretch tight.

c) While tilting the ribbon cassette forward slightly, insert the ribbon between the print head and the paper; push the ribbon cassette firmly into place.

d) Turn the ribbon feed knob once more to stretch tight the ribbon.

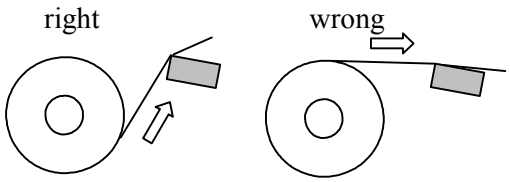


Replacing Paper Rolls - Thermal Printer

a) Turn the printer cover lock key counter-clockwise and gently lift the printer cover.

b) **Remove the old paper:**
Press the receipt paper feed or journal paper feed key to feed the remaining paper through the printer,
Or pull the platen open lever, open the paper roll cover and remove the remaining paper. (When you open the paper roll cover, continuous buzzer sounds.)
DO NOT force paper through the printer as this may result in damage to the printer mechanism or cause a paper jam.

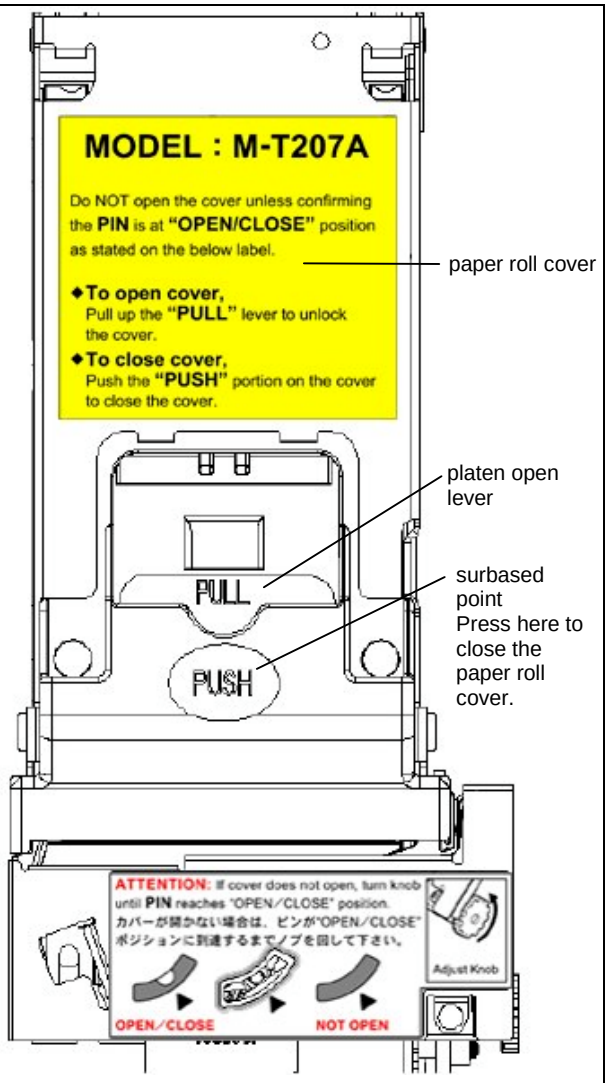
c) **Inserting new paper:**
Place the new paper in the correct position on the printer's paper roll bed.



d) Close the paper roll cover by pressing down the surbased point. In the case of the receipt paper, the leading edge of the paper is cut automatically.

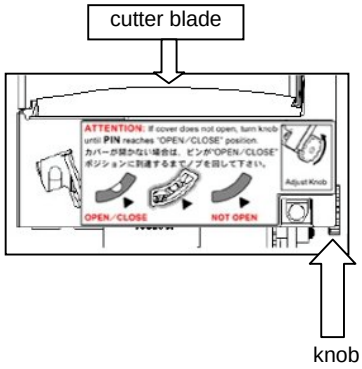
e) In the case of the journal paper, insert the loose end of the paper tightly to the slot of journal 'take-up' spool.

fine quality thermal paper roll
57.5 +/- 0.5 mm x ø83 mm


MODEL : M-T207A
Do NOT open the cover unless confirming the PIN is at "OPEN/CLOSE" position as stated on the below label.
◆To open cover,
Pull up the "PULL" lever to unlock the cover.
◆To close cover,
Push the "PUSH" portion on the cover to close the cover.
PULL
PUSH
ATTENTION: If cover does not open, turn knob until PIN reaches "OPEN/CLOSE" position.
OPEN/CLOSE
NOT OPEN
Adjust Knob
paper roll cover
platen open lever
surbased point
Press here to close the paper roll cover.

< When receipt paper jammed inside the paper guide >

1. Check the PIN position is in the OPEN/CLOSE position.
   If it is not, use the knob to return it to the OPEN/CLOSE position in order to return the cuter blade to the standby position.
2. Cut the jammed paper at paper entrance.
3. Remove the jammed paper straight from the paper exit.



Attentions for Thermal Printer

In order to use thermal receipt printer comfortably, pay attention to the following points:

- **Thermal Paper**

Please use a designated **fine quality thermal paper roll**:

Paper type	Single roll thermal paper
Recommended	KF50 (KANZAN)
	TF50KS-E (Nippon Paper Industries)
	P350 (KSP)
Paper size	57.5 +/- 0.5 mm
	less than ø83 mm
	thickness 60~75 μm

- **Paper Cut**

Do not pull the receipt until the completion of receipt issue.
Cut the paper by pulling to the left or front side because there is a remaining breaking point on the left end of the paper.

- **In case that Paper Jam happens**

Even if a receipt paper is somehow jammed, you can remove the paper swiftly and easily because of its cram shell mechanism. See the steps on the previous page.

III. DISPLAY

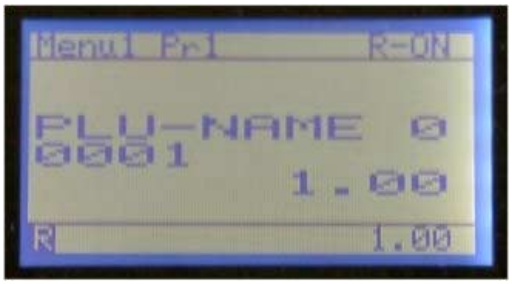
FRONT LCD DISPLAY

Display type	64 (H) x 128 (W) dot matrix
Dot size	0.48 (H) x 0.48 (W) mm/dot
View area	40 (H) x 70 (W) mm
LCD type	STN, Blue mode, Transmissive
Back light	Side LED back light, Color: white

LCD functions selected

LCD functions:

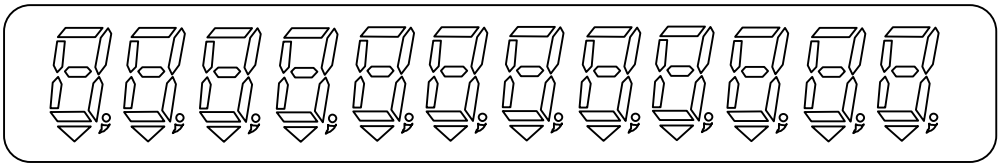
- Reversing function [SF-119.h]
- Enlarged PLU is displayed [SF-119.g]
- Selection of top line information [SF-119.c]
  [c=0] "Std Menu Std Price" (key/symbol #82~86)
  [c=1] "Menu1 PR1 Modi1 R-ON" (fixed messages for menu, price, PLU modifier, receipt-on/off)
- etc.



How to Adjust Contrast

Contrast on the display can be adjusted by **SCROLL UP/ DOWN** key (**PAGE UP/ DOWN** key for more dynamic adjustment) when no item entered in R position or Warn Message# 03 (Clerk Sign-off) is displayed in other positions. Press **CLERK ID** key two times for clerk sign-off.

REAR DISPLAY



12 digits numeric (7 segments/digit)

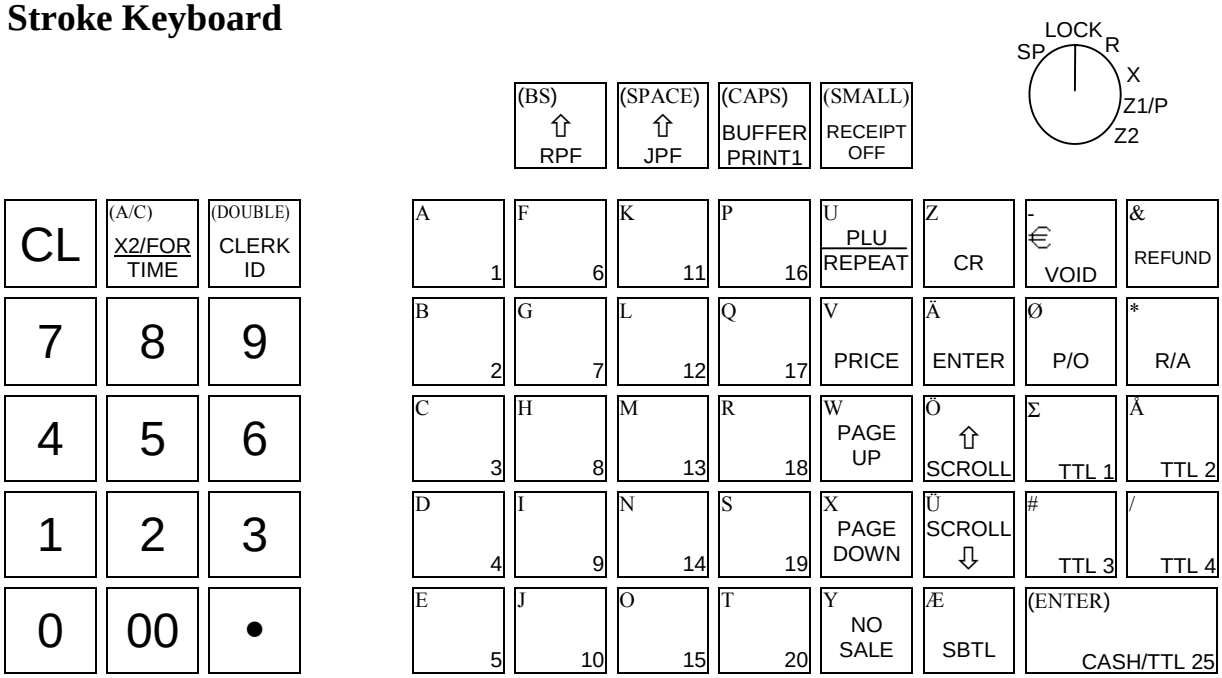
REG	2nd PRICE	2nd MENU	3rd MENU	#	%	+/-	VD RF	PO RA	R-OFF	TOTAL

⇧

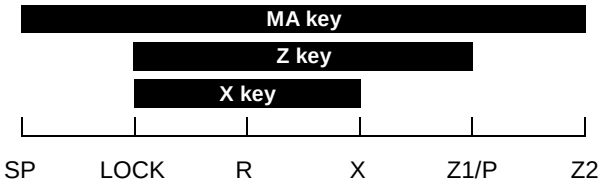
Lamp information is not indicated.

IV. KEY LAYOUT

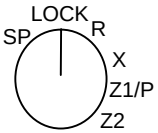
Stroke Keyboard



Control key position range:
There are three standard control keys (MA, Z, X).



Flat Keyboard

												61	70	79	88	90	92		
												62	71	80	89	91	93		
												63	72	81	PAGE UP	⇧ SCROLL	CLERK 1	CLERK 2	CLERK 3
												64	73	82	PAGE DOWN	SCROLL ⇩	ENTER	⇧ RPF	⇧ JPF
1 1	@ 2 6	# 3 11	$ 4 16	% 5 21	Æ 6 26	& 7 31	* 8 36	£ 9 41	Ñ 0 46	€ - 51	Σ 56	65	74	83	CL	(A/C) X2/FOR TIME	CR	BUFFER PRINT 1	RECEIPT OFF
Q 2	W 7	E 12	R 17	T 22	Y 27	U 32	I 37	O 42	P 47	Ö Ä 52	Ü 57	66	75	84	7	8	9	CLERK ID	PRICE SHIFT
A 3	S 8	D 13	F 18	G 23	H 28	J 33	K 38	L 43	: Ø 48	, 53	← 58	67	76	85	4	5	6	PLU REPEAT	REFUND
4	Z 9	X 14	C 19	V 24	B 29	N 34	M 39	< Å 44	> . 49	? / 54	(BS) 59	68	77	86	1	2	3	SBTL	NO SALE
↑ 5	↓ 10	15	(SPACE) 20	(SPACE) 25	→ 30	35	(DBL) 40	45	(CL) 50	55	(ENTER) 60	69	78	87	0	00	•	TTL 1	CASH TTL 25

V. KEY EXPLANATION

Page	Key	Remarks
50	ADJUSTMENT 1, 2, 1 & 2	Automatic % Discount/Surcharge on Specific Items: Calculates mark-up or mark-down on the subtotal amount of items which have been preprogrammed as one of adjustable 1, 2 or 1 & 2 item. Note that adjustment does not affect PLU sales memory which is shown on the reports.
69	ARRANGEMENT 1 ~ 4	Performs sequences of programmed steps (up to 50-key steps). Useful for 1-key operations such as fixed sales or report-takes.
84	BALANCE CALCULATION	Shows the balance and calculates the total of multiple tracks and displays their combined total. Also the balance can be divided; for example, between the number of customers.
76	BILL CANCEL	Releases the compulsory condition of a check-out bill issue for an Item Track.
97	BUFFER PRINT 1, 2	- **BUFFER PRINT 1** key prints a post-receipt / bill (only the lastly registered contents) including VAT data on a receipt in the receipt-off condition or on a slip when the ECR is programmed for use with a slip printer while **BUFFER PRINT 2** key prints a post-receipt / bill without VAT data. However, the add-on tax data is printed. - These keys are used to print an Item Confirmation Receipt in Clerk Interrupt System. - The second receipt issue by these keys is available by programming when the ECR is not programmed for use with a slip printer. - Used for the manual line finder when the pre-feed line number is entered when using a slip printer.
76	CHECK-OUT BILL 1 ~ 3	**Item Track System only [SF-12.a=0]** - **CHECK-OUT BILL 1** key prints the check-out bill with VAT data. - **CHECK-OUT BILL 2** key prints the check-out bill without VAT data. - **CHECK-OUT BILL 3** key prints the check-out bill with VAT data. If "without slip printer" has been set, the check-out bill on receipt will have German Declaration Form for the law of German restaurant. - Also these keys print the subtotal bill with or without VAT data when the Item Track number is entered or immediately after the Item Track is closed by **NB** (New Balance) key.
	CL (Clear)	Cancels any information that is entered by ten-key or function key (P/O, R/A, tax shift, etc.) before registration; also clears error conditions.
15	HARD CLERK 1 ~ 15	- Signs a clerk on or off without the clerk code entry. - Interrupts a clerk when another clerk signs on in Clerk Interrupt System.
15	CLERK ID	Used for clerk sign-on and sign-off when using the secret clerk code system for entry into registration.
15	CLERK iBUTTON (option)	Used for clerk sign-on and sign-off when using Clerk iButton for entry into registration [SF-12.h]. This can not be used in Clerk Interrupt System. If so programmed [SF-12.f] and when the clerk iButton is removed, the transaction is automatically closed by **CASH/TTL 25** key, Item Track is automatically closed by **NB** key.
27	COOKING MESSAGE for manual entry	- Enters one of supplementary messages 1 ~ 50 as a cooking message prior to a PLU entry. If a number greater than 50 is entered, then the number will be printed. - Enters a cooking message (20 digits) manually prior to a PLU entry. Use the alphabet keys and **ENTER** key to enter the message.
27	HARD COOKING MESSAGE 1 ~ 5 for one-touch entry	Registers one of supplementary messages 1 ~ 5 as a cooking message prior to a PLU entry. **Hard Cooking Message 1** key picks up supplementary message #1, **Hard Cooking Message 2** key picks up supplementary message #2 and so on.
52	CR (Correction)	Cancels the registration of the last-registered item including function key inputs such as %, amount (-), scroll void, etc.

51	(-) (Amount Discount)	Subtracts an amount from the item or subtotal depending on the operation. It is possible to register a preset amount or to override it manually.
	ENTER	Used to fix the selection.
92	ESF PRINT	Prints ESF data on the receipt in the **R** or **X** control key position.
43	F.C. SBTL (Foreign Currency Subtotal)	Displays the subtotal of the foreign currency by the depressions of **F.C. SBTL** key and the foreign currency media key. The subtotal of foreign currency must be displayed whenever the tendering amount in the foreign currency is entered.
65	HALO RELEASE	Releases PLU HALO (High Amount Lock-Out) and compulsory condition of PLU stock input.
73	ITEM TRACK #	**Item Track System only [SF-12.a=0]** - Assigns a new Item Track. Enter one of track #1 ~ 50 and press this key. - Picks up the temporarily closed Item Track by entering track # and pressing this key. - Displays the remaining number of blocks of Item Track Memory in the **X** control key position. (See Warning Message #34.) - Displays an Item Track # and balance in Scroll Display Mode if it has been entered. (See page 53.)
79	ITEM TRANSFER	**Item Track System only [SF-12.a=0]** Transfers items in a transaction or in an Item Track to a new track or a specified Item Track in Scroll Display Mode.
	JPF (Journal Paper Feed)	Advances the journal paper.
37	KP DATA SEND	Sends all PLU data in a transaction to kitchen printers before closing.
	LOOK UP PLU 1 ~ 40	Enables a list of up to 40 assigned PLUs to be displayed by depression of a single LOOK UP PLU key.
58	MEDIA REFUND	Used if a transaction to be refunded was closed by plural media keys. It is not required to do if the transaction was closed by one media key. The refunded amounts are subtracted from the respective media memory, but they are not memorized in the refund memory.
22	MENU SHIFT 1, 2	Shifts or cancels the PLU menu level. Via menu shift, the keyboard can have three different menus. The menu shift remains for one registration, for one transaction or the menu shift remains until the next shift key is pressed by programming.
67	MESSAGE	Enters an alphanumeric message or digits (up to 20 digits). Entered messages are printed on top of kitchen printer sheet.
61	NET SBTL	Displays the net subtotal amount, not including add-on tax amount but including VAT tax amount. Can be programmed to display and print, or display only [SF-81.c].
73	NB (New Balance)	- Temporarily closes a transaction including an Item Track and saves the amount in New Balance memory. - Under Clerk Interrupt System, this key stores a clerk's transaction to Clerk Interrupt Memory.
65	NO SALE	Used for opening the drawer for no sale operations.
65	OFF COMPULSORY	Releases compulsory conditions of validation, number of people input, message input, etc.
	PAGE UP / DOWN	- Moves a cursor by a page on the display. - Enters into Scroll Display Mode during a transaction and scrolls up or down the previously registered items on the display. - Used to adjust the contrast of display when WARN MESSAGE# 03 is displayed (clerk signed off condition) more dynamically than by SCROLL UP/DOWN keys.
64	P / O (Paid Out)	Records an amount of money withdrawn from the cash drawer when no customer transaction has taken place.
49	% 1 ~ % 3	Enters a percentage rate for mark-up or mark-down of an item or the subtotal amount depending on the operation. Manual % rate is prohibited by programming.
66	PERSON	- Enters a number of people. It is possible to override this number. - Displays a number of people in Scroll Display Mode if it has been entered.

18	HARD PLU 1 ~ 165	- Registers a PLU with the preset price directly. - **HARD PLU 1 and 2** keys are used to complete the cash declaration which is used to confirm the cash in drawer 1 and 2 at the end of the day.
25	PLU MODIFIER 1 ~ 3	Modifies the PLU code or cancels the modifier. Using PLU modifiers, one PLU can be changed to three other PLUs. This can be used for three sizes, kinds, etc. The operation is permitted or prohibited by each PLU programming. Also it remains for one registration, for one transaction or the modifier remains until the next modifier key is pressed by programming.
19	PLU / REPEAT	- Used for code-entry PLU registration. Enter PLU code, then press this key. - Repeats registration of the last-registered item.
51	(+) (Amount Plus)	Adds an amount to the item or subtotal amount depending on the operation. It is possible to register a preset amount or to override it manually.
85	PB+ / PB- (Previous Balance)	Enters the previous balance manually without using a track. **PB+** is used when the previous balance is positive (charge). **PB-** is used when the previous balance is negative (deposit).
41	PRESET TENDER 1 ~ 10	Enters a preprogrammed tendering amount directly by key depression. The tendering amount is memorized in one of the total key (media) memories selected by programming.
19	PRICE	Manually overrides the price of a code-entry PLU. This key is not needed to override the price of a hard PLU. Enter a price, press this key, then enter the PLU code and press **PLU/REPEAT** key.
36	PRICE INQUIRY	Displays the price of a PLU by a key depression before a PLU, of which price is needed, is entered.
22	PRICE SHIFT	Shifts or cancels a second PLU price. The price shift remains for one registration, for one transaction or the price shift remains until the next shift key is pressed by programming.
70	RECALL	Displays the total amount of the last transaction during the current transaction. Recall can be executed only when the last transaction is closed by direct media closing.
97	RECEIPT OFF	Inhibits receipt printing. However, post-receipt may be issued by pressing **BUFFER PRINT** key.
	RPF (Receipt Paper Feed)	Advances the receipt paper.
64	R / A (Received on Account)	Records an amount of money received into the cash drawer when no customer transaction has taken place.
58	REFUND	Refunds a previously registered item.
28	SCALE	Displays the weight of items. Press this key before scalable PLU key is pressed if necessary.
	SCROLL UP / DOWN	- Used to adjust the contrast of display when WARN MESSAGE# 03 is displayed (clerk signed off condition) - Enters into Scroll Display Mode during a transaction and scrolls up or down the previously registered items on the display.
76	SLIP OFF	- Prints slip contents on the receipt before pressing **BUFFER PRINT** key or **CHECK-OUT BILL** keys. Can be used when ECR is programmed to use a slip printer. - Two-time depression cancels the slip off condition.
	SLIP RELEASE	Moves the slip printer's "slip bed" down in the **R** control key position.
16	STORAGE	**Clerk Interrupt System only [SF-12.a=1]** Stores a clerk's transaction to Clerk Interrupt Memory when Clerk Interrupt System is used.
61	SBTL (Subtotal)	- Displays the subtotal amount, including tax. Can be programmed to display and print, or display only. - When an add-on tax item is registered, this key is used in combination with **TAX SHIFT** keys to display each taxable subtotal amount.
16	TABLE #	**Clerk Interrupt System only [SF-12.a=1]** Table # assignment is available for a clerk's transaction. However, it does not pick up the transactions.

28	TARE	Adjusts the total weight in order to avoid adding the tare weight on the item weight. It is done either by using programmable tare table or by entering tare weight manually.
61	TAX (only for add-on tax)	- Calculates the add-on tax and prints and displays the tax inclusive subtotal. - Used, in combination with **TAX SHIFT** keys, for manually entering an add-on tax amount and for tax exemption.
61	TAX SHIFT 1 ~ 4	- When a VAT item is registered, this key shifts the tax status to the designated tax. - When an add-on tax item is registered: ▪ Reverses the tax status ▪ Allows the taxable subtotal amount to be displayed, in combination with **SBTL** key ▪ Allows the tax amount to be entered manually, in combination with **TAX** key ▪ Allows tax exemption by **TAX** key, if permitted by programming [SF-23.a~d]
	TEN-KEYS (0 ~ 9, 00, 000, •)	For entry of numeric values, percentage rates, PLU codes, report number, programming numbers, etc.
91	TICKET OFF	**Ticket System only [SF-1.b]** Temporarily cancels the ticket condition for one transaction when this key is pressed at the beginning of a transaction in Ticket System.
14	TIME-IN / -OUT	Used for clerk's Time-in/Time-out operations. By these operations, clerks' labor hours per 99 job numbers are shown on the report (#19).
48	TIP	Enters a tip amount. Amount can be entered as either an amount separate from payment or as change from over-tendering.
41	TTL 1 ~ 24, CASH/TTL 25 (media keys)	Closes transactions with or without a tendered amount. - **TTL 1 ~ 24** keys can be programmed as one of local currency media, foreign currency media, Euro currency media, or cheque media. - **TTL 25** key is fixed as a local currency media. - **TTL 25** key is also used for cash declaration, report printing, track transfer and track consolidation in combination with **NB** key.
57	T. VOID (transaction void)	- Executes all the registrations in a transaction with **TTL 25** key depression. This is available only before the transaction is closed. - Two-time depression cancels the transaction void.
42	TRAY SBTL	Prints the total amount of items per customer in a transaction.
68	MEDIA/ITEM VALIDATION	Prints the item (slip) validation and the media (slip) validation. The slip validation is available if ECR is programmed for use with a slip printer.
68	TOTAL VALIDATION	Prints the total (slip) validation. The slip validation is available if ECR is programmed for use with a slip printer.
53	VOID	- Voids a previously-registered item within the same transaction. If permitted by programming, a negative void operation can be done. - Selects an item to be voided in Scroll Display Mode.
21 90	X1	- Used for a square entry (measurement calculation). - Used for a multiple ticket issue.
41 21 84	X2 / FOR / TIME	- Multiplies a PLU or a **PRESET TENDER** key that has a preset tendering amount. - Used for a split pricing operation. - Divides Item Track's balance by the number entered. - Displays the date and time.

VI. OPERATION SEQUENCES

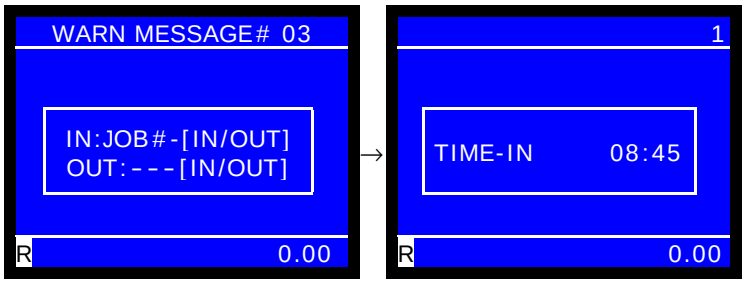
The receipt samples in this manual are printed by Dot Matrix Printer otherwise noted.

1. Clerk Time-in / Time-out (optional memory board required)

By Time-in and Time-out operation, clerk's attendance information is memorized in the ECR. The clerk's lablor hours per 99 job numbers are calculated on the ECR by the clerk's time-out operation and they are printed on the Time & Attendance report (#19), so that the owner may not request to calculate each clerk's labor hours per job.

These operations must be done on the same ECR and do not let clerks sign on or sign off so that all clerks are required to perform Sing-on / Sign-off operation respectively. (See next page.)

< Time-In >

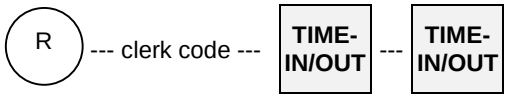


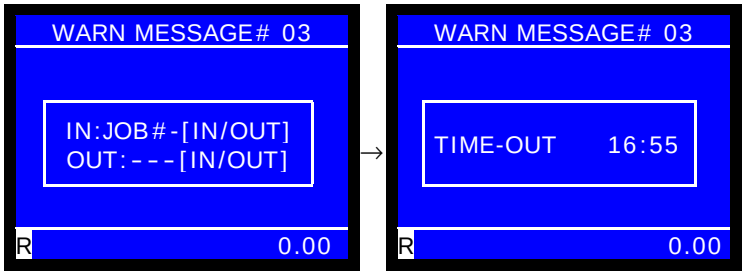
Receipt

```
TIME-IN           1#
        CLERK NAME 00001
FEB03/2003 08:45     J01
-----/---- --:--    --:--
#001-000001         08:45R
```

time-in message, clerk code
clerk name
time-in date, time, job code
time-out date, time, labor hour
machine #, consecutive number, 2-digit clerk symbol [SF-11.a], time, control key position

< Time-Out >





Receipt

```
TIME-OUT          1#
        CLERK NAME 00001
FEB03/2003 08:45     J01
.......... 16:55    08:10
#001-000051         16:55R
```

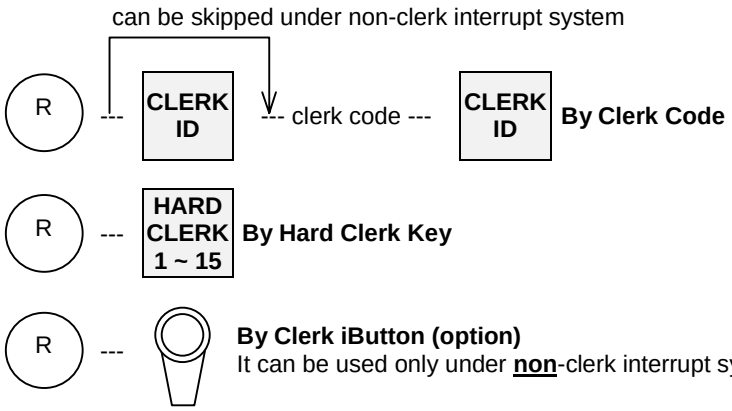
time-out message, clerk code
clerk name
time-in date, time, job code
time-out date, time, labor hour
(date is not printed if it is the same day)

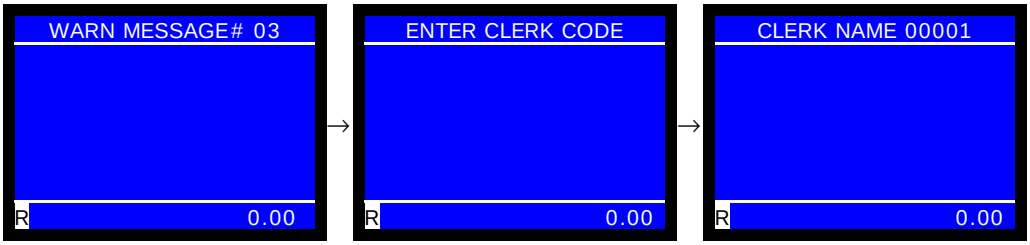
2. Clerk Sign-on / Sign-off

Each clerk should sign on before registration to ensure that sales data in his/her clerk memory is recorded correctly. Even if a clerk does not sign off, when the next clerk signs on, he/she will be automatically signed off.

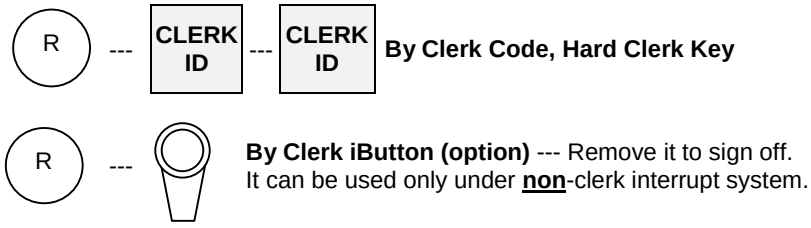
When the optional Clerk iButton System was selected, other methods (clerk code, Hard clerk key) can not be used.

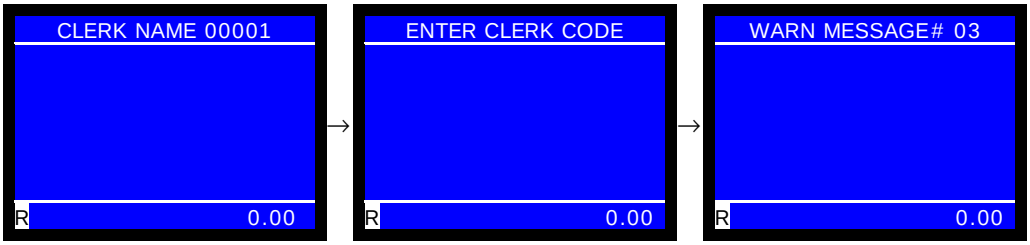
< Sign-On >





< Sign-Off >


R
CLERK ID
CLERK ID
By Clerk Code, Hard Clerk Key
R
By Clerk iButton (option) --- Remove it to sign off.
It can be used only under non-clerk interrupt system.



3. Clerk Interrupt System

When the clerk interrupt system is selected by the programming [SF-12.a], even if a clerk is in a middle of registrations, another clerk may interrupt the clerk.

The interrupted clerk's registration contents are stored in his/her clerk's memory and the clerk is automatically signed off. The stored contents are restored by his/her clerk sign-on operation and he/she can continue the registrations.

There are the following cases that a clerk's transaction is automatically stored in his/her memory:

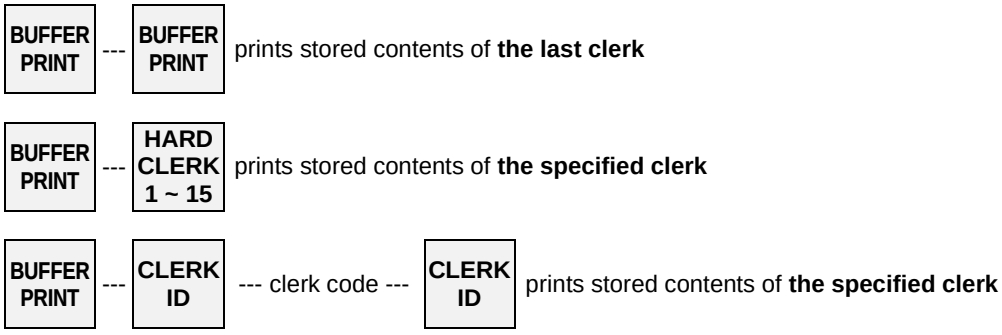
- the same **Hard Clerk** key and **Clerk Code** are entered (clerk iButton can not be used)
- the sign-off operation is performed
- other clerk interrupts
- **STORAGE** key or **NB** (New Balance) key is pressed
- by the automatic storage timer

Notes:

- The receipt will **not** be printed until the clerk's transaction is closed finally by a media (total) key.
- Instead of the receipt issue, Item Confirmation Receipt without tax data is issued to check a temporarily stored registration contents.
- Simple Item Track can not be used when Clerk Interrupt system is selected. However, table number assignment is available.

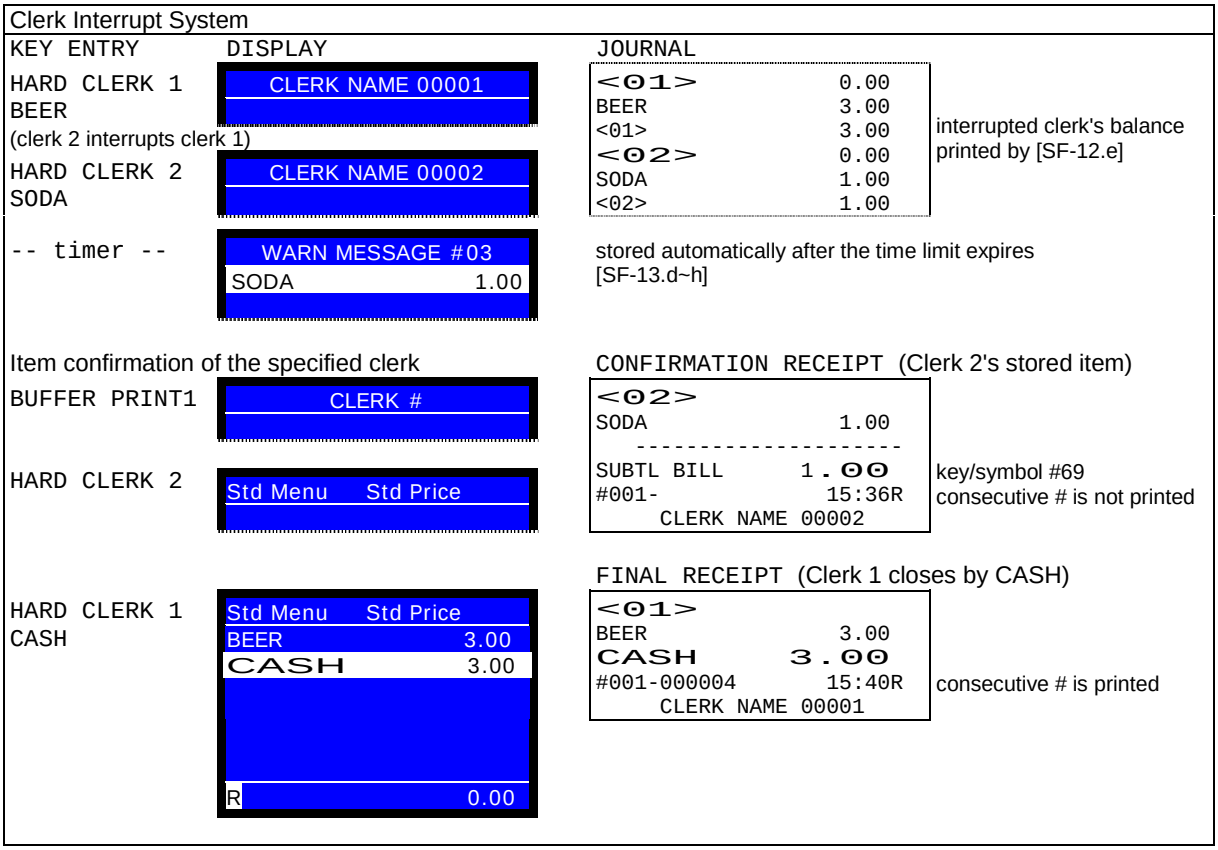
< Item Confirmation >

This is available only when clerk's transaction is stored and if permitted by programming [SF-12.d].
To issue the item confirmation, perform the operation below after the transaction is stored.



Notes:

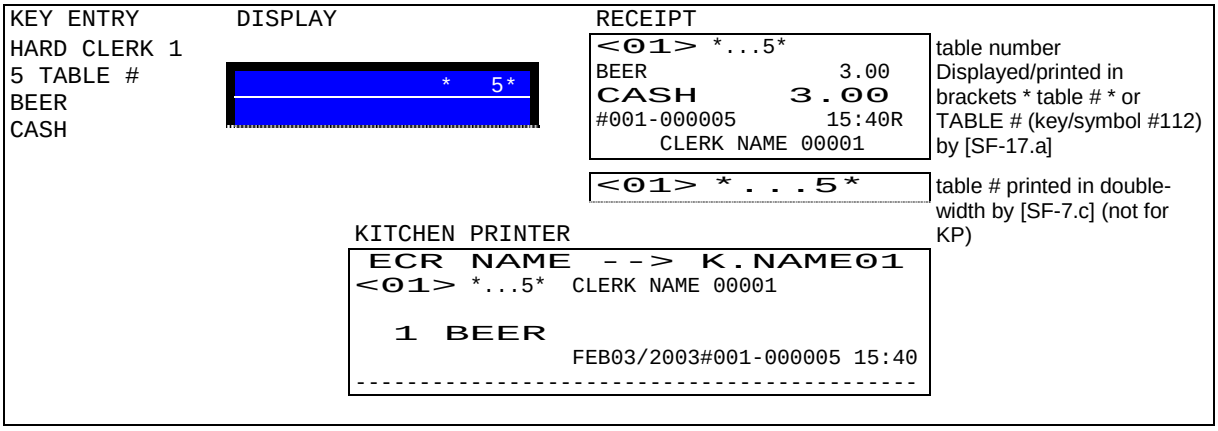
- Item Confirmation will not include tax data.
- If an item confirmation is attempted for a clerk with zero balance, press **CL** key in order to reactivate the keyboard.
- If the ECR is programmed for the slip printer, Item Confirmation is printed on the slip printer. If it is required on a receipt, press **SLIP OFF** key first, then perform Item Confirmation operation.



Regarding Clerk Sign Off:
After the clerk's transaction is finally closed by a media (total) key, Clerk still signs on if clerk entry compulsory before each transaction [SF-12.g] is not selected. Clerk signs off automatically if [SF-12.g] is selected and WARN MESSAGE #03 is displayed on the top line.

< Table Number Assignment >

4-digit table number assignment is available only for the clerk interrupt system. However, a transaction pick-up by table number is not allowed. (Table number can not be entered in item track system.)



< Note for Kitchen Printer Items >

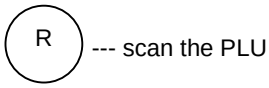
Depending on programming [SF-81.b], items are transmitted to a kitchen printer only when a clerk's transaction is finally closed by a media (total) key or every time when it is interrupted (closed temporarily).

4. PLU

There are three ways to enter a PLU.

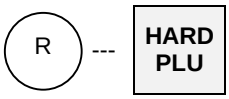
1. **Bar Coded PLUs** which are PLUs programmed to be registered by a scanner.

   Procedure: Scan the bar code labelled on each item while the control key is at the R position.



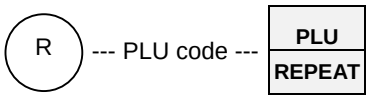
2. **HARD PLU keys** are keys which are allocated to the keyboard.
   Total 58 for stroke keyboard, 128 for flat keyboard out of 165 Hard PLU keys can be allocated.

   Procedure: Press one of **H. PLU** keys while the control key is at the R position.



3. **Code Entry PLUs** are any PLUs which are not allocated to a key on the keyboard.

   Procedure: Enter the code for the PLU using **Ten-Keys** and then press **PLU** key while the control key is at the R position.



Display & Print Sample of PLU

KEY ENTRY	DISPLAY	RECEIPT
HARD CLERK 1	CLERK NAME 00001	
H.PLU 1 scan bar coded PLU	Std Menu Std Price ORANGE 1.00 COFFEE 10 PACKS 5.00	P----------1# ORANGE 1.00 P--490220103956# COFFEE 10 PACKS 5.00

PLU code printed by [SF-68.h=1]

Enlarged PLU display [SF-119.g] is selected.

Following are some samples of PLU operation sequences.

a) Manual Price Entry

A preset price for a PLU may be over-ridden with a manually entered price. Turning the control key to the **X position** may be required by programming [SF-32.h] after the manual price is entered.

Bar Coded PLUs: enter price manually --- (X) if required --- scan the PLU

Hard PLUs: enter price manually --- (X) if required --- **HARD PLU**

Coded PLUs: enter price manually --- (X) if required --- **PRICE** --- enter PLU code --- **PLU** / **REPEAT**

b) Repetition

The last registered PLU, including multiplication, can be repeated. Simply press **REPEAT** key the number of times required immediately after a PLU entry.

KEY ENTRY	DISPLAY	RECEIPT
CARROT CAKE PLU/REPEAT	Std Menu Std Price CARROT CAKE 4.00 CARROT CAKE 4.00	CARROT CAKE 4.00 CARROT CAKE 4.00

c) Multiplication

According to the flag selections [SF-67.f] and [PF-5.f], a PLU may be multiplied up to 999.999 or 9999 quantities using **Ten-Keys** and **X2** key. Maximum sales quantity and stock of PLU is 79999. So check PLU reports (40/41/42) and take Z reports not to overflow them when 9999 multiplication is selected.

Bar Coded PLUs: enter the number of items --- **X2** --- scan the PLU

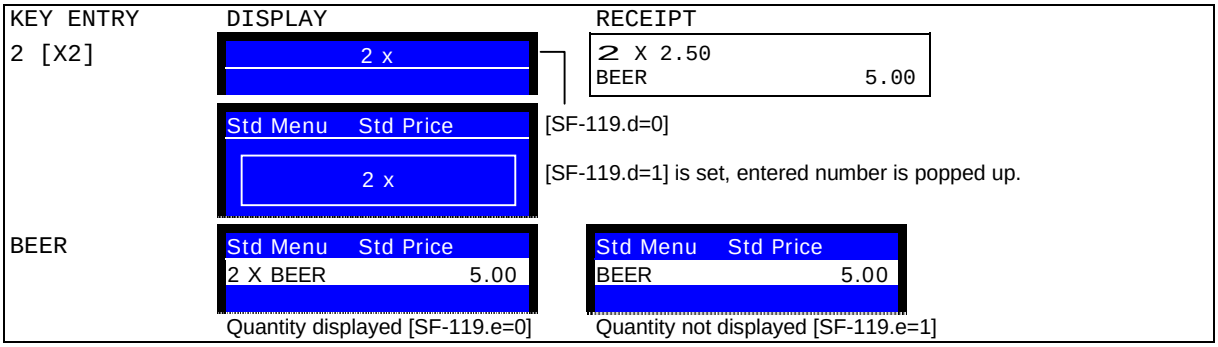
Hard PLUs: enter the number of items --- **X2** --- **HARD PLU**

Direct Multiplication
If programmed by [SF-68.a], Direct Multiplication of a Hard PLU (a multiplication without having to press **X2** key) is possible.

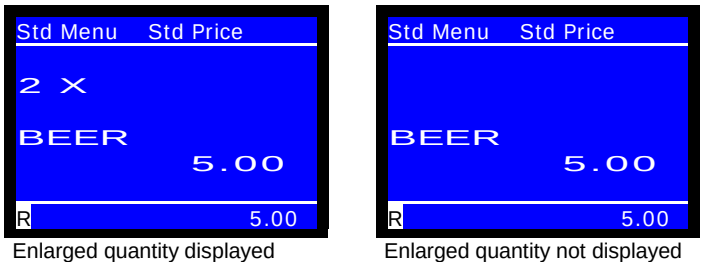
enter the number of items --- **HARD PLU**

Manual price entry of a **Hard PLU** key is still made possible by programming [PF-3.a].

Coded PLUs: enter the number of items --- **X2** --- enter PLU code --- **PLU REPEAT**



Regardless of "quantity displayed" [SF-119.e] setting, enlarged PLU quantity is displayed by [SF-119.f,g=11].



System function flag

SF-67	1/0	bit	1	0
		f	Quantity for multiplication 9999 [PF-5.f=1] or 999.999 [PF-5.f=0] When scale is connected, this function is available for standard scale type only [SF-25.b,c,d=000].	999.999 only

PLU function flag

PF-5	1/0	bit	1	0
		f	Quantity for multiplication 9999 Registrations of split pricing, square entry and multiplication with decimal for this PLU are prohibited. When scale is connected, this function is available only for standard scale type [SF-25.b,c,d=000].	999.999

d) Split Pricing

Split pricing can be done by using **X2** key as shown in the sequence below.

enter the loose quantity --- **X2** --- enter the lot quantity --- **X2**

Two bottles of beer are sold from a six-pack.

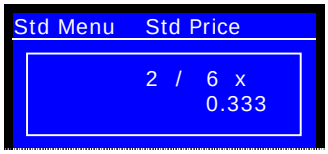
KEY ENTRY: `2 [X2] 6 [X2]`

DISPLAY:

RECEIPT:

```
2 / 6 X 6.60
BEER <6 btls>        2.20
```

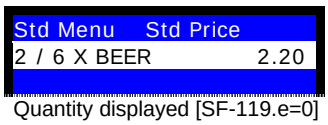
loose quantity / lot quantity
X unit price



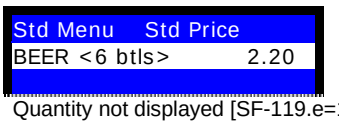
[SF-119.d=0]

[SF-119.d=1] is set, entered number is popped up.
The calculated split quantity, "0.333" in this sample, is displayed only when [SF-119.d=1] is selected.

KEY ENTRY: `BEER 6 btls`



Quantity displayed [SF-119.e=0]



Quantity not displayed [SF-119.e=1]

Regardless of "quantity displayed" [SF-119.e] setting, enlarged PLU quantity is displayed by [SF-119.f,g=11].

e) Square Entry (Measurement Calculation)

Square entry can be done by using **X2** key and **X1** key as shown in the sequence below.

enter the ratio to standard width --- **X2** --- enter the ratio to standard length --- **X1**

WRAPPING: 1.00 for width 1 meter and length 1 meter
When the WRAPPING with a measurement of 1.5 m (W) x 1 m (L) is sold

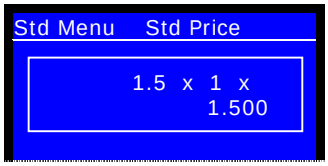
KEY ENTRY:
`1.5 [X2]`
`1 [X1]`

DISPLAY:

RECEIPT:

```
1.5 X 1 X 1.00
WRAPPING             1.50
```

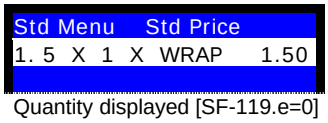
1.5: ratio to standard width
1 : ratio to standard length



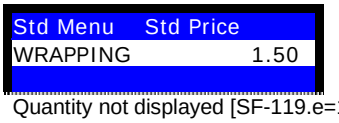
[SF-119.d=0]

[SF-119.d=1] is set, entered number is popped up.

KEY ENTRY: `WRAPPING`



Quantity displayed [SF-119.e=0]



Quantity not displayed [SF-119.e=1]

- After pressing **X2** key, a number with a decimal can not be entered for the ratio to standard length.
- Regardless of "quantity displayed" [SF-119.e] setting, enlarged PLU quantity is displayed by [SF-119.f,g=11].

f) Price Shift

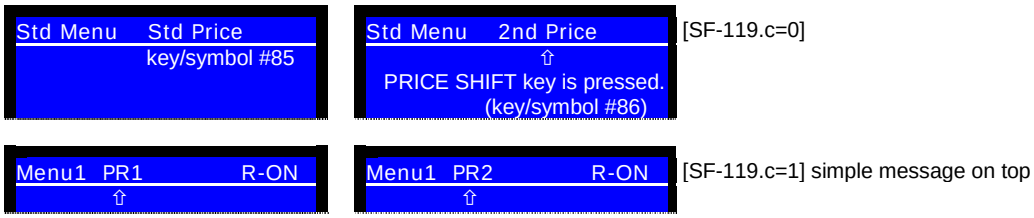
Every PLU can have two prices. One is used for the normal preset price and the other is used for happy hour price, service price, etc. Turning the control key to the **X position** may be required by programming [SF-69.c] before PRICE SHIFT key is pressed.

Bar Coded PLUs: (X) if required --- [PRICE SHIFT] --- scan the PLU

Hard PLUs: (X) if required --- [PRICE SHIFT] --- [HARD PLU]

Coded PLUs: (X) if required --- [PRICE SHIFT] --- enter PLU code --- [PLU / REPEAT]

Note: The price shift remains for one registration, for one transaction or until pressing **PRICE SHIFT** key depending on programming [SF-69.e,f].

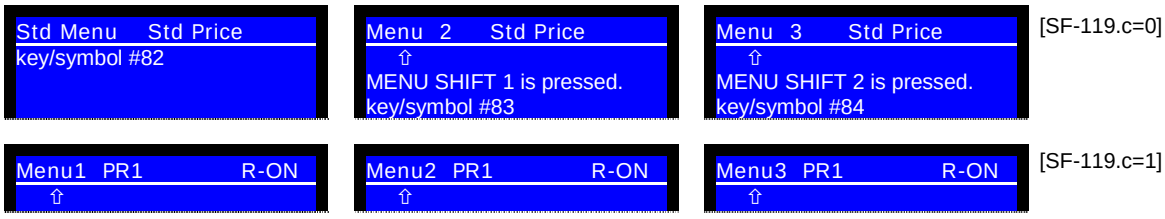


g) Menu Shift

The hard PLU key layout can be changed to **three** different preprogrammed layouts using two menu shift keys by PGM-111 Menu Layout. Pressing the same menu shift key cancels the menu and pressing an other menu shift key changes the menu. Turning the control key to the **X position** may be required by programming [SF-69.d] before MENU SHIFT key is pressed.

Hard PLUs: (X) if required --- [MENU SHIFT] --- (R) if required --- [HARD PLU]

Note: The menu shift remains for one registration, for one transaction or until the next shift key is pressed, depending on programming [SF-69.g,h].



h) Link PLU

Every PLU can be linked only to one PLU. Each link PLU can have its own link PLU as well. This is limited to 20 link PLUs. In other words, max. 21 PLUs can be registered by simply registering one PLU. When a PLU with a link PLU is registered, the link PLU is also registered automatically and the total amount of the PLU and link PLU will be displayed.

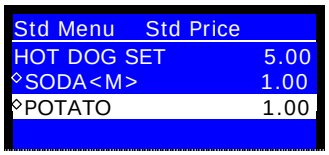
Link PLU has a symbol "◇ " on the receipt. If the link PLU does not need to be printed, then, "PLU not printed" can be programmed by [PF-1.a] for the PLU (but always displayed). Also, a link PLU itself can be registered. This function is useful for set menu or bottle return operations, etc.

Set Menu: SODA <M> is linked to HOT DOG SET.
POTATO is linked to SODA <M>.

KEY ENTRY

HOT DOG SET

DISPLAY



RECEIPT

```
HOT DOG SET          5.00
◇SODA<M>             1.00
◇POTATO              1.00
CASH                 7.00
```

Bottle Link: Bottle is linked to SODA <btl>

KEY ENTRY

SODA <btl>

DISPLAY

RECEIPT

```
SODA <btl>           0.70
◇bottle              0.10
CASH                 0.80
```

For bottle return operations, the link PLU itself should be refunded by REFUND key.

Operations for PLU (main PLU) and link PLU are available as follows:

Available on both PLUs	price shift split pricing void refund last item correction mark-up / mark-down % on subtotal adjustment (automatic % on specific items) amount plus / discount on subtotal
Available on main PLUs only	manual price tax shift cooking message mark-up / mark-down % on item amount plus / discount on item ticket item (Ticket setting for the link PLU belongs to the main PLU.)
Available on both PLUs (depending on programming)	single item programmed supplementary message (automatic) kitchen printer transfer (If a different kitchen printer is programmed by main PLU and link PLU, both PLUs will be transmitted to each programmed kitchen printer.)

i) Simple Condiment PLU

Simple Condiment PLU (S.C. PLU) programmed by [PF-5.b] is a PLU printed with condiment mark "□". It can be entered only with a main PLU.

Simple Condiment PLU entry is compulsory by [PF-5.c] following the registration of Main PLU. In other words, no main PLU can be registered immediately after the registration of Main PLU unless Simple Condiment PLU is registered.

SALAD has been set to Simple Condiment PLU.

KEY ENTRY	DISPLAY	RECEIPT	
STEAK SALAD	Std Menu Std Price STEAK 12.00 □SALAD 2.00	STEAK 12.00 □SALAD 2.00	
	Std Menu Std Price STEAK 12.00 □SALAD	STEAK 12.00 □SALAD	0 price permitted [PF-3.g] is programmed.

Operations on Simple Condiment PLU are available as follows:

Available	manual price price shift split pricing last item correction mark-up / mark-down % on item, on subtotal amount plus / discount on item, on subtotal adjustment (automatic % on specific items) single item tax shift programmed supplementary message (automatic) kitchen printer transfer --- printed in red (see Note below)
Not Available	void (see Note below) refund (see Note below) cooking message ticket item

Note for Kitchen Printer Transfer
If a different kitchen printer is programmed by main PLU and S.C. PLU, both PLUs are transmitted to each programmed kitchen printer.

Note for Void
S.C. PLU is not voided at the same time when a main PLU is voided. First, void the main PLU, then void the S.C. PLU. However, S.C. PLU is voided when a main PLU is voided by Scroll Void function (page 53).

Note for Refund
S.C. PLU is not refunded at the same time when a main PLU is refunded. First, refund the main PLU, then refund the S.C. PLU. Refund of only the S.C. PLU is not available.

j) PLU Modifier

Using three modifier keys, one PLU can be changed to three different PLUs. Each modifier key is given a 3-digit modifier value (left one digit shows value, right two digits show number of digit). Select "PLU modifier permitted" [PF-2.a] to use this function.

For example, modifier value 1 is set at 105,
modifier value 2 is set at 205,
modifier value 3 is set at 305,

Then, **MODIFY 1** key places a fifth digit with a value of '1' to the PLU code.
PLU code 1001 is modified to PLU code **1**1001.
MODIFY 2 key places a fifth digit with a value of '2' to the PLU code.
PLU code 1001 is modified to PLU code **2**1001.
MODIFY 3 key places a fifth digit with a value of '3' to the PLU code.
PLU code 1001 is modified to PLU code **3**1001.

Turning the control key to the **X position** may be required by programming [SF-69.b] before PLU MODIFIER key is pressed.

Bar Coded PLUs: (X) if required --- [PLU MODIFY] --- scan the PLU

Hard PLUs: (X) if required --- [PLU MODIFY] --- (R) --- [HARD PLU]

Coded PLUs: (X) if required --- [PLU MODIFY] --- (R) --- enter PLU code --- [PLU REPEAT]

The following PLU codes are set:

1001:	SODA <S> 0.60
11001:	SODA <M> 0.95
21001:	SODA <L> 1.25
31001:	SODA <LL> 1.50

KEY ENTRY	DISPLAY	RECEIPT
SODA		
MODIFY 1	Modifier 1 key/symbol #87	
SODA		SODA <S> 0.60 SODA <M> 0.95 SODA <L> 1.25 SODA <LL> 1.50
MODIFY 2		
SODA	Std Menu Std Price SODA <S> 0.60 SODA <M> 0.95 SODA <L> 1.25 SODA <LL> 1.50	Modifier 2 message: key/symbol #88 Modifier 3 message: key/symbol #89
MODIFY 3		
SODA		

Simple message displayed on top line by [SF-119.c=1]

Notes:
- To exit from the PLU modifier mode, press the same modifier key again.
- To change the value, press an other modifier key.
- Depending on programming [SF-70.a,b], this modifier value remains for one registration, for one transaction or until the next **PLU MODIFY** key depression.

k) Single Item

A PLU that has been programmed as a single item automatically closes the transaction by a programmed total key [MF-4.b]. This function is especially useful for the bar since simply registering the single item PLU close the transaction automatically.

There are two types of single item transactions as follows:

Single-item 1: This can be used as normal registration with other non-single items and will not automatically close the transaction.

enter the **non-single item** --- enter the **single-item 1** --- can be continued ---

Single-item 2: This can be used with non-single items but will automatically close the transaction.

enter the **non-single item** --- enter the **single-item 2** --- closed automatically

Regarding the four examples shown below, examples (1) and (2) show the transaction is closed the same way since only one single item is registered.
In example (3), upon registering BEER/single-item 1 following the entry of SANDWICH/non-single item does not close the transaction automatically.
In example (4), upon registering MARTINI/single-item 2 following the entry of SANDWICH/non-single item, the transaction is closed automatically.

Single-item 1 = BEER [PF-1.h] -- The transaction is not closed automatically following entry of non-single item.
Single-item 2 = MARTINI [PF-1.g] -- The transaction is closed automatically following entry of non-single item.
Non-single item = SANDWICH

KEY ENTRY	RECEIPT	KEY ENTRY	RECEIPT
(1) BEER	BEER 2.50 CASH 2.50 Closed automatically	(2) MARTINI	MARTINI 4.50 CASH 4.50 Closed automatically
(3) SANDWICH BEER	SANDWICH 3.00 BEER 2.50 Not closed	(4) SANDWICH MARTINI	SANDWICH 3.00 MARTINI 4.50 CASH 7.50 Closed automatically

Single item combination for a PLU with link PLU

Programmed as	**Transaction will be**
Main PLU: single-item 1 or 2 Link PLU: non-single item or single-item 1 or 2	Only the main PLU is registered and closed automatically. The link PLU is not registered.
Main PLU: non-single item Link PLU: single-item 1 or 2	Both PLUs are registered and not closed if link PLU is single-item 1. If link PLU is single-item 2, it is closed automatically.

If a PLU and link PLU which are programmed as single items are entered with other non-single items, the transaction is either closed or not closed depending on the selecting of single-item 1 (can be continued) or single-item 2 (closed automatically).

l) Cooking Message & PLU Supplementary Message

< Cooking Message >

A PLU can have one cooking message that is entered by using **COOKING MESSAGE** key. The cooking message can be either preprogrammed (one of 50 messages) or manually entered.

There are two ways to enter a cooking message for each PLU as shown below:
- Press one of **HARD COOKING MESSAGE 1 ~ 5 keys** and then enter a PLU.
- Enter a number (called the "Supplementary message number") using numeric keys from 1 to 50 and press **COOKING MESSAGE** key, then enter a PLU.

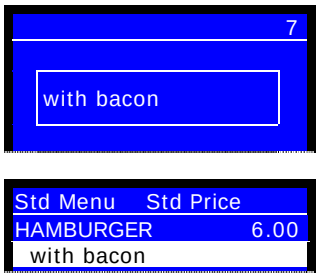
The cooking message is printed **under** the PLU line on the receipt.

Using preprogrammed cooking message 1 ~ 50,
- Enter one of cooking message number 1 ~ 50 using numeric keys.
- Press **COOKING MESSAGE** key.
- Enter a PLU.

Cooking Message key: HAMBURGER with bacon (cooking message 7) is sold

KEY ENTRY
```
7
COOKING MESSAGE
HAMBURGER
```

DISPLAY



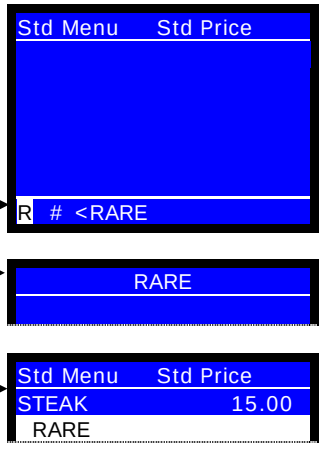
RECEIPT
```
HAMBURGER              6.00
    with bacon
```

To manually enter a cooking message,
- Press **COOKING MESSAGE** key first.
- Enter any alphanumeric message (up to 20 characters).
- Press **ENTER** key.
- Enter a PLU.

Manual entry: Rare STEAK is sold (cooking message "RARE" is manually entered)

KEY ENTRY
```
COOKING MESSAGE
RARE
[ENTER]
STEAK
```

DISPLAY



RECEIPT
```
STEAK                  15.00
    RARE
```

You can press **X2** key for code entry.
Refer to 24. Message for the sequence (page 67).

If a wrong cooking message is entered, enter another cooking message or press **CR** key before a PLU entry. If REPEAT or MULTIPLICATION operation is performed on a PLU, the PLU with cooking message is also repeated or multiplied.

< PLU Supplementary Message >

The supplementary message is the same as the cooking message (the same preprogrammed 1 ~ 50 messages are used) except that it is programmed to be automatically printed when the PLU, which is linked to one of the 50 supplementary messages by programming, is entered.

The supplementary message is printed above the PLU line but it is not displayed.

HAMBURGER (linked to the supplementary message number 7) is sold

KEY ENTRY	DISPLAY	RECEIPT	
HAMBURGER	Std Menu Std Price HAMBURGER 6.00	with bacon HAMBURGER 6.00	PLU supplementary message is not displayed.

m) Sales by Weight

ECR allows faster sales by weight when a scalable item is sold. Weight unit "kg" or "lb" is selectable and ECR handles scale types such as "standard", "USA/Canada/Quebec", "Australia", "EC" and "France". The print and display formats are different depending on the scale type. Refer to < Print / Display Format > on page 33.

Program options
- weight unit kg or lb [SF-25.e]
- scale type [SF-25.b,c,d]
- scale print format for USA scale type [SF-25.f,g]

< Using Scale >

PLUs programmed as scalable PLUs are registered via scale.
- Place the item on the scale.
- Enter the scalable PLU.

The amount is calculated automatically by weight and unit price, and then displayed and printed on the receipt. It is possible to display the weight also if necessary, by pressing **SCALE** key after the item was placed on the scale.

Warning message #97 "Scale communication error/weight error" is displayed if the item weight on the scale exceeds the limit weight of the scale or the item weight is zero when **SCALE** key is pressed. Reduce the item on the scale or put the item if the weight display is zero to continue the operation.

BEEF unit price 10.00/kg has been set. (Standard Scale Type)

KEY ENTRY	RECEIPT	
place item on scale SCALE (if necessary) -- a BEEF CASH	0.33 kg 10.00 /kg BEEF 3.30 CASH 3.30 QUANTITY 1	Quantity count always added as 1 [SF-68.d=1] is selected

a: Weight indicated by **SCALE** key is displayed on the front display only. It does not show up on the rear display.

Preset price per "kg or lb" may be over-ridden by a price entered manually.

< Manual Weight Entry >

Weight can be entered manually by **ten-keys** and **X2** key. The price is calculated by entered weight and unit price of scalable PLU. Manual weight entry is prohibited for USA scale type except for **REFUND** operation.

Bar Coded PLUs: enter the weight --- **X2** --- scan the PLU

Hard PLUs: enter the weight --- **X2** --- **HARD PLU**

Coded PLUs: enter the weight --- **X2** --- enter PLU code --- **PLU**

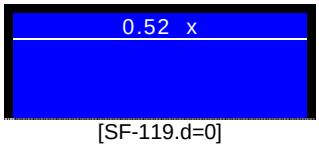
After manual weight entry, the preset price per "kg or lb" may be over-ridden by a price entered manually.

PORK unit price 8.00/kg has been set. (Standard Scale Type)

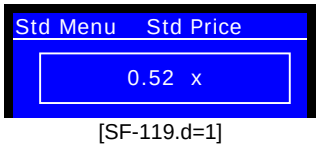
KEY ENTRY

.52 [X2]
PORK

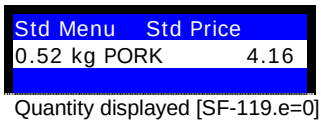
DISPLAY



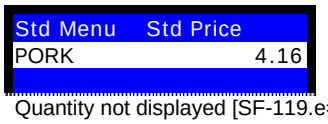
[SF-119.d=0]



[SF-119.d=1]

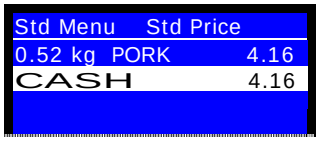


Quantity displayed [SF-119.e=0]



Quantity not displayed [SF-119.e=1]

CASH

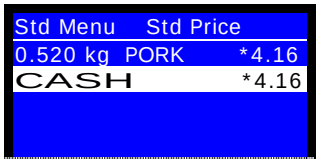


RECEIPT

```
0.52 kg 8.00 /kg
PORK                4.16
CASH              4.16
QUANTITY             1
```

Quantity count always added as 1 is selected [SF-68.d=1]

2nd ~ 9th digits of Supplementary message #50 is printed for manual weight entry message for EC, USA, Australia and France scale type.



(USA Scale Type)

```
  0.520 kg
   Manually
  @ 8.00/kg
PORK                *4.16
CASH              *4.16
QUANTITY             1
```

2nd ~ 9th digits of supplementary message #50 is printed.

< Refund of Scalable Item >

- **Standard Scale Type**

When a scalable item is to be refunded, only standard scale type can refund the item by using scale.

place item on the scale --- enter tare weight --- (if required) **REFUND** --- scan the PLU or press **Hard PLU** key

place item on the scale --- enter tare weight --- (if required) --- enter PLU code --- **REFUND** --- **PLU**

When a manual weight entry is required, refer to the sequence for other scale types below;

- **Other Scale Types**

Except for standard scale type, weight must be entered manually. Scale can **not** be used for refund operation. Also item placed on the scale can **not** be refunded by France and USA scale types.

Note for USA Scale Type

Refund must be done by entering weight manually. Because the weights at purchasing and refund may be different. So REFUND by using scale is prohibited. According to this limitation (manual weight entry prohibited), VOID is always done by using scale.

Bar Coded PLUs: enter the weight --- **X2** --- **REFUND** --- scan the PLU

Hard PLUs: enter the weight --- **X2** --- **REFUND** --- **HARD PLU**

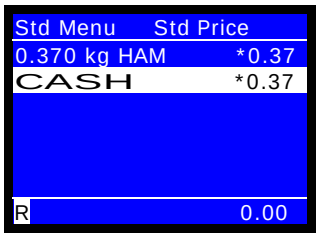
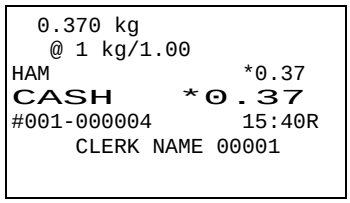
Coded PLUs: enter the weight --- **X2** --- **PRICE** --- enter PLU code --- **REFUND** --- **PLU**

< Multiple Pound Price for USA Scale Type Only [SF-25.b,c,d=100] >

When "multiple pound price used" [PF-6.c] is programmed on the scalable PLU, the last digit of the PLU price is regarded as the weight so that the PLU can have a unit price with weight.

When the item is placed on the scale and the PLU is entered, the PLU will have an actual price calculated by the weight.

HAM unit price 1.00/kg has been set. Actually programmed as "1001". (100: price, 1: weight)

KEY ENTRY	DISPLAY	RECEIPT
place item on scale SCALE (if necessary) -- a HAM CASH		

a: Weight indicated by **SCALE** key is displayed on the front display only. It does not show up on the rear display.

< Tare Weight Entry >

This function adjusts the total weight to avoid the tare weight being added on the item weight. It is done either by using programmable 99 tare tables or by entering a tare weight manually.

Tare weight should be entered before entering scalable item. Also, when the tare weight is larger than item's weight, warning message #93 will be displayed.

- **Programmable 99 Tare Tables**

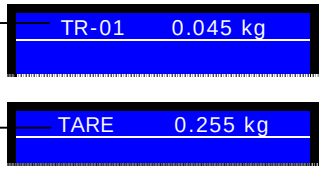
Ten-keys and **TARE** key are used to select pre-programmed tare weight.

Tare weight 45g (0.045kg) has been set to tare table #1.
255g of BEEF is placed on the scale. Then, scale indicates total weight 300g. You can see the weight of item itself by pressing SCALE key.
(Standard Scale Type)

KEY ENTRY

place item with vessel on scale
1 TARE
SCALE (if necessary) -- a
BEEF
CASH

DISPLAY



RECEIPT

```
0.255 kg 10.00 /kg
BEEF                2.55
CASH            2.55
```

a: You can see the weight of item itself excluding the tare weight.
It is displayed with 4-digit tare weight entry message (10th~14th digits of Supplementary message #50).

- **Manual Tare Weight Entry**

Tare weight can be entered manually by **ten-keys**, **X2** and **TARE** keys if it is permitted by PLU function flag [PF-6.e]. The price is calculated by entered weight and unit price of scalable PLU.

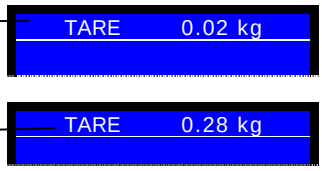
Tare weight 0.02 kg (20g) is entered manually and 280g of BEEF is placed on the scale.
Then, scale indicates total weight 300g. You can see the weight of item itself by pressing SCALE key.

(Standard Scale Type)

KEY ENTRY

place item with vessel on scale
.02 [X2] TARE
SCALE (if necessary) -- a
BEEF
CASH

DISPLAY



RECEIPT

```
0.28 kg 10.00 /kg
BEEF                2.80
CASH            2.80
```

a: You can see the weight of item itself excluding the tare weight .
It is displayed with 4-digit tare weight entry message (10th~14th digits of Supplementary message #50).

< Print / Display Format >

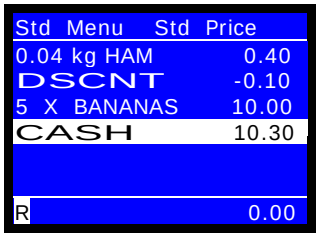
The print and display formats are different depending on the scale types, such as "standard", "USA/Canada/Quebec", "Australia", "EC" and "France".

Following example shows a case when HAM 40g was entered, amount 0.10 was discounted and 5 pcs of BANANAS were entered;

Standard Scale Type

place item on scale
HAM
10 AMOUNT (-)
5 X2 BANANAS
CASH

DISPLAY



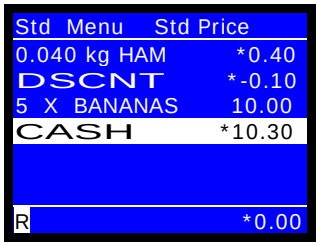
RECEIPT

```
0.04 kg 10.00 /kg
HAM                  0.40
DSCNT                0.10⊖
5 X 2.00 BANANAS    10.00
CASH      10.30
```

USA/Canada/Quebec Scale Types

place item on scale
HAM
10 AMOUNT (-)
5 X2 BANANAS
CASH

DISPLAY



RECEIPT: USA

```
  0.040 kg
   @ 10.00/kg
HAM                 *0.40
DSCNT               *-0.10
  5.000 X
    @ 2.00
BANANAS             *10.00
CASH    *10.30
```

- Scalable item's descriptor is fixed up to 13 characters for dot matrix printer, 19 characters for thermal printer.
- Programmable currency symbol (1st digit of supplementary message #50) shown by "*" above and "0" are displayed and printed automatically.
- Minus (-) symbol is displayed and printed between the currency symbol and minus amount.

Basically, the scale specifications for Canada and Quebec are the same as USA scale system. Only a print format of unit price is different depending on [SF-25.f,g] as follows:

USA
[SF-25.f,g=00/11]

```
  0.625 kg
   @ 1.00/kg
PLU-NAME 0000      $0.63
```

The local currency symbol is not printed.

Canada
[SF-25.f,g =01]

```
  0.625 kg
  @ $1.00/kg
PLU-NAME 0000      $0.63
```

Before unit price, the local currency symbol programmed by 1st digit of Supplementary Message #50 is printed.

Quebec
[SF-25.f,g =10]

```
  0.625 kg
   @ 1.00$/kg
PLU-NAME 0000      $0.63
```

Behind unit price, the local currency symbol programmed by 1st digit of Supplementary Message #50 is printed.

Australia Scale Type

place item on scale
HAM
10 AMOUNT (-)
5 X2 BANANAS
CASH

DISPLAY

RECEIPT

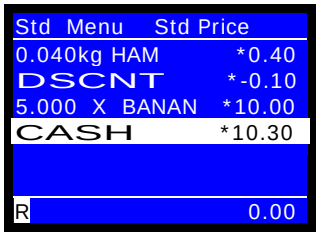
```
0.040 kg
@ 10.00*/kg
HAM                 *0.40
DSCNT               *-0.10
5 pc
@ 2.00*/ea
BANANAS             *10.00
CASH    *10.30
```

- Programmable currency symbol shown by "*" above is printed automatically.
- Minus (-) symbol is displayed and printed between the currency symbol and minus amount.

EC Scale Type

place item on scale
HAM
10 AMOUNT (-)
5 X2 BANANAS
CASH

DISPLAY



RECEIPT

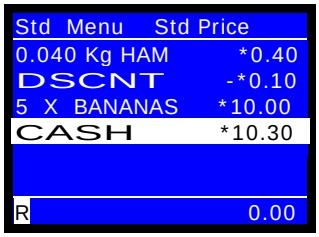
```
0.040kg *10.00/kg
HAM                 *0.40
DSCNT               *-0.10
5.000 X *2.00
 BANANAS            *10.00
CASH    *10.30
```

- Programmable currency symbol shown by "*" above is printed automatically.
- Minus (-) symbol is displayed and printed between the currency symbol and minus amount.

France Scale Type

place item on scale
HAM
10 AMOUNT (-)
5 X2 BANANAS
CASH

DISPLAY



RECEIPT

```
0.040 Kg x 10.00*/kg
HAM                 *0.40
DSCNT               -*0.10
5 X *2.00
 BANANAS            *10.00
CASH    *10.30
```

- Programmable currency symbol shown by "*" above is printed automatically.
- Minus (-) symbol is displayed and printed before the currency symbol

< Note for Link PLU >

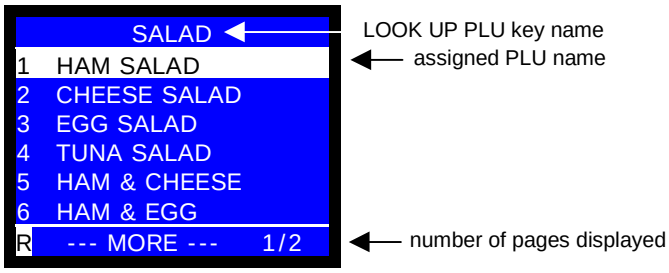
Scale Weight is effective only in main PLU and quantity of Link PLU is always 1.00.
Make sure not to set Link PLU as Scalable PLU.

n) Simple Look Up PLU (optional memory board required)

Specifications:
- 40 LOOK UP PLU keys
- Up to 40 PLUs assigned to one LOOK UP PLU key
- PLU list of LOOK UP PLU key is displayed until clear. [LUPF-1.a]
- Menu shift of LOOK UP PLU key is allowed by [LUPF-1.b].
  EX.) LUPLU key can be shifted to other LUPLU key according to the menu shift.
- One LOOK UP PLU key can be linked to one PLU under the condition of [PF-5.e=1].
  EX.) PLU 1 is Sandwich and linked to one LUPLU (Drink).

LOOK UP PLU keys enable a list of up to 40 assigned PLUs to be displayed by depression of a single key. For example, a SALAD key automatically displays a list of all available salads for easy selection.

1. Sign on a clerk.
2. Press the required **LOOK UP PLU** key.
3. A list of PLUs are displayed.



4. Select a PLU from the list by **PAGE UP/DOWN** keys, or enter Numeric key **1 ~ 6** directly. (**SCROLL** keys can be used in one page but can not go to next page.)
5. Press **ENTER**. Press **CL** to end under the setting for the list to remain until CLEAR.

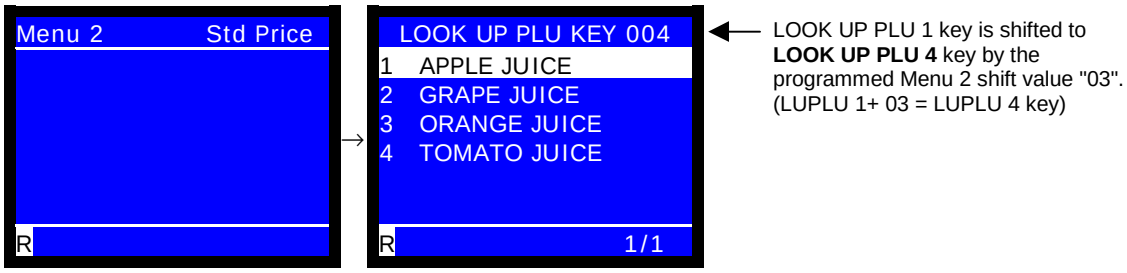
Menu Shift of Look Up PLU

Example Settings:

SP-509 Look Up PLU Menu Shift Value	Menu 2 = 03
SP-500 Look Up PLU Function Flag	[LUPF-1.b=0] This Look Up PLU is shifted by MENU SHIFT key

Operation:

1. Sign on a clerk.
2. Press the MENU SHIFT 1 key. Then press the LOOK UP PLU 1 key.


Menu 2 Std Price
R
LOOK UP PLU KEY 004
1 APPLE JUICE
2 GRAPE JUICE
3 ORANGE JUICE
4 TOMATO JUICE
R 1/1
LOOK UP PLU 1 key is shifted to LOOK UP PLU 4 key by the programmed Menu 2 shift value "03". (LUPLU 1+ 03 = LUPLU 4 key)

o) Price Inquiry

PRICE INQUIRY key provides quick inquires for PLU prices, including the scalable item's price calculated by weight x unit price. The items are neither registered as a sale nor printed on a receipt.

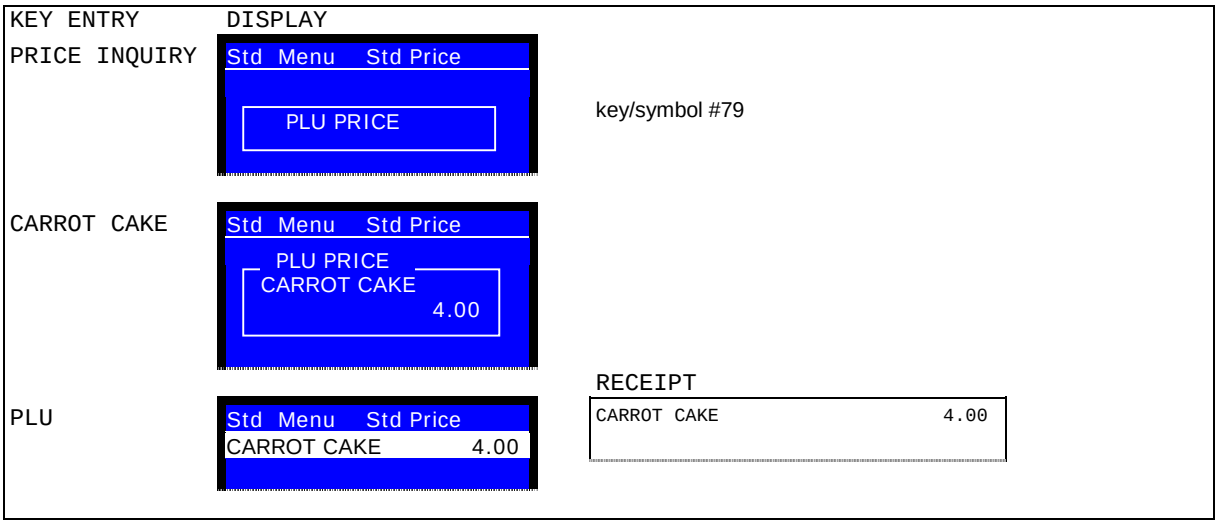
To register PLU with price displayed, simply press **PLU** key.

To exit from the price inquiry mode, register the PLU or press **PRICE INQUIRY** key again and press **CL** key.

Bar Coded PLUs: **PRICE INQUIRY** --- scan the PLU --- price displayed --- press **PLU** key to register

Hard PLUs: **PRICE INQUIRY** --- **HARD PLU** --- price displayed --- press **PLU** key to register

Coded PLUs: **PRICE INQUIRY** --- enter PLU code --- **PLU** --- price displayed --- press **PLU** key to register



5. Kitchen Printer

The ECR sends PLUs that have been programmed to print at specific kitchen printers after the transaction is closed by a media (total) key or by pressing **KP DATA SEND** key before closing.
In the clerk interrupt system, when a clerk's transaction is stored, the registered items are transmitted to the kitchen printer by [SF-81.b].

Food: go to the kitchen (KP 1)
Drinks: go to the bar (KP 2)
SALAD: simple condiment PLU
ROAST BEEF has a preprogrammed supplementary message "french fries" and one link PLU "SOUP".

KEY ENTRY
BEER
1 COOKING MESSAGE
CHICKEN
SALAD

ROAST BEEF

BEER

CASH

RECEIPT

```
BEER                 2.50
CHICKEN              9.00
mild sauce
□SALAD               3.00
french fries
ROAST BEEF          14.00
◇SOUP                1.00
BEER                 2.50
CASH     32.00
QUANTITY             6
#001-000050         10:11R
     CLERK NAME 00001
```

to KP 2
main PLU
cooking message
simple condiment PLU
preprogrammed PLU supplementary message
main PLU
link PLU
to KP 2

KITCHEN PRINTER 1
AT KITCHEN

```
ECR NO.1 --> KITCHEN
                    CLERK NAME 00001

  1 CHICKEN
        mild sauce -- a
  1  SALAD -- b
             french fries  -- c
  1 ROAST BEEF
  1 ◇SOUP

              FEB03/2003#001-000050 10:11
-------------------------------------------
```

KITCHEN PRINTER 2
AT BAR

```
ECR NO.1 --> BAR
                    CLERK NAME 00001

  2 BEER

              FEB03/2003#001-000050 10:11
-------------------------------------------
```

PLUs are consolidated on KP when "PLU consolidated" [SF-67.h=0] is programmed.

a: cooking message
b: simple condiment PLU
c: PLU supplementary message (centered)

< KP Data Printed on Receipt >

If programmed so, the printing contents on a kitchen printer are printed on the receipt after the normal receipt printing. In this case, **KP DATA SEND** key can not be used.

Program Option: PLU data for KP 1 ~ 4 printed on receipt [SF-106.e~h=1, SF-107.e~h=0]

KP data printed on receipt

```
      [5-line logo]


        FEB03/2003
ECR NO.1 --> KITCHEN
       CLERK NAME 00001

    1      X
CHICKEN
    mild sauce
    1      X
□SALAD
french fries
    1      X
ROAST BEEF
    1      X
◇SOUP

#001-000050       10:11R
     CLERK NAME 00001



      [5-line logo]


        FEB03/2003
ECR NO.2 --> BAR
       CLERK NAME 00001

    2      X
BEER

#001-000050       10:11R
     CLERK NAME 00001
```

Logo is not printed by [SF-112.e] for thermal printer.

CHICKEN with cooking message "mild sauce"

SALAD is condiment of CHICKEN.
"french fires" is pre-programmed supplementary message for ROAST BEEF.

SOUP is pre-programmed link PLU to ROAST BEEF.

Logo is not printed by [SF-112.e] for thermal printer.

< Print Contents >

- Pre-feed lines between cut line and first line are programmed by [SF-4.e,f,g].
- 1st line : the transmitting ECR name and the kitchen printer name are printed in double-width characters.
- 2nd line : the serving clerk's name is printed.
- The quantity and PLU descriptor are printed in double-width characters.
- PLU code is printed by [SF-112.c].

```
        P----------------5#
  2  BEER
```

- PLU unit price is printed by [SF-112.d].

```
  2  BEER
                          2.50
```

- Link PLU is printed with link PLU symbol "◇" if entered.
- Simple condiment PLU is printed in vertical elongated without symbol "□" if entered.
- If programmed by "PLU consolidated" [SF-67.h=0], orders of the same item are combined together. A link PLU and simple condiment PLU however are regarded as separate items from the same main PLUs. Also, they are transmitted to a kitchen printer which has been set for them.
- < Track # > or I.TRACK# (key/symbol #111) by [SF-17.a] in double-width is printed in brackets if entered in non-clerk interrupt system.

```
 ECR NO.1  --> KITCHEN
<.....1>       CLERK NAME 00001
```

- Table # is printed in brackets * * or TABLE # (key/symbol #112) by [SF-17.a] if entered in clerk interrupt system. It is not printed in double-width character. (page 17)

```
 ECR NO.1  --> KITCHEN
<01> *...5*  CLERK NAME 00001
```

- Refunded or negative voided items are printed in vertical & horizontal elongated. (page 58)
- Voided or corrected items in the same transaction are not printed.
- Last line : date, machine number, consecutive number (double-width by [SF-5.a]) and time are printed.

```
                  FEB03/2003#001-000050 10:11
----------------------------------------
```

[SF-5.a=0]

```
            FEB03/2003#001-000050 10:11
----------------------------------------
```

[SF-5.a=1]

- Number of blank lines between cut line and last line are programmed by [SF-5.d,e].

< KP 1 ~ 4 Data Transfer to KP 1 >

PLU data transmitted to KP 1 ~ 4 can be printed on KP 1 having the respective kitchen printer's header by [SF-112.a=1, SF-107.e~h=1].

< Back-Up Kitchen Printer >

Depending on programming [SF-108, 109], back-up printer can be assigned in case of communication failure, intentional shut down, changing paper rolls, etc. After a transaction is closed and the ECR attempts to send a message to a down kitchen printer, an alarm sounds, and the one of warning messages (81 ~ 84) "kitchen printer 1 ~ 4 error" is displayed.

In the example below, KP 1 at the kitchen shuts down. KP 2 at the bar, programmed as the back-up, prints orders from the kitchen. The warning message #71 (KP 1 error) is displayed on the ECR and all the data sent to the kitchen printer (KP 1) which is down is printed from the back-up kitchen printer (KP 2). The data of the two kitchen printers are printed according to increasing kitchen printer number.

The following example shows data of food, that could not be transmitted to KP 1, are printed out of KP 2. In this situation, KP 2 placed at the bar is used for the back-up printer of KP 1.

```
KITCHEN PRINTER 2
AT BAR
ECR NO.1 --> KITCHEN
                    CLERK NAME 00001

  1 CHICKEN
        mild sauce
  1  SALAD
             french fries
  1 ROAST BEEF
  1 ◇SOUP

              FEB03/2003#001-000051 10:12
----------------------------------------


 ECR NO.1 --> BAR
                    CLERK NAME 00001

  2 BEER

              FEB03/2003#001-000051 10:12
```

header of back-up printed in vertical & horizontal elongated character

6. Media Closing

Up to 25 different media (total) keys may be used to close a transaction. In addition to these media keys, there are 10 preset tender keys, which have preset tendering amounts by programming, available to close a transaction by one-action.

The following closing methods are available.

Direct Closing : Press a media key directly.

registrations --- **TTL**

Tendering Input : Enter a tendered amount then press a media key.
Short tendering amount input prohibited for TTL 25 if [MF-1.e] is programmed.

registrations --- **SBTL** --- enter tendered amount --- **TTL**

SBTL key depression is required to see the due amount including add-on tax amount.

When entered amount is over the due amount, the change is calculated automatically in cash if "automatic change" [MF-2.e=0] has been programmed.
If "automatic change" has not been programmed by [MF-2.e=1], a designated media [MF-1.e for TTL 1 ~ 24] should be pressed for the change as follows:

registrations --- **SBTL** --- enter tendered amount --- **TTL** --- **TTL**
change media

Preset Tendering : One-action closing to speed up tendering by use of a preset tender key.
Preset tendering amount is memorized in the memory of pre-programmed media by SP-253.

registrations --- **SBTL** --- **PRESET TENDER**

Media Multiplication : Simply multiplying the preset tender amount will facilitate the closing transaction.
This function is available only when using one of 10 preset tender keys.

registrations --- **SBTL** --- enter number of pieces --- **X2** --- **PRESET TENDER**

Automatic Closing by Clerk iButton (option) :
If [SF-12.f] is selected, when the clerk iButton is removed, the transaction is closed automatically by **CASH/TTL 25** key. For an item track operation, it is closed by **NB** (New Balance) key. (Clerk iButton is not available for clerk interrupt system.)

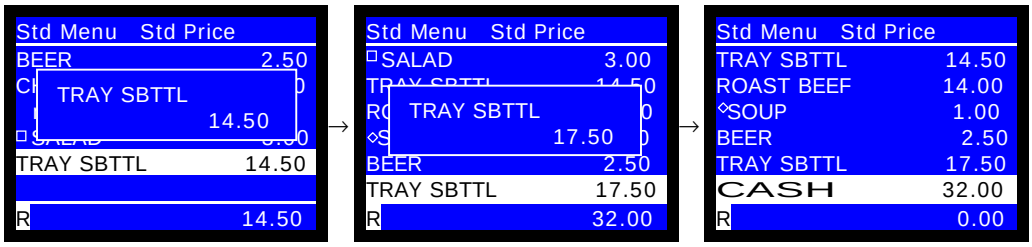
The following depend on programming:
- automatic change [MF-2.e];
- tendered amount input prohibited or compulsory [MF-1.b,c,d];
- drawer open after media closing [MF-2.a];
- cheque-cashing functions [MF-2.h] (refer to 10. Cheque Cashing / Cheque Printing section);
- cheque printing [SF-64.c] (refer to 10. Cheque Cashing / Cheque Printing section).

7. *Tray Subtotal*

Tray Subtotal Function can be used for a party of customers to show how much each customer has to pay for food and drink. This function is especially useful in a cafeteria where tray is usually used to serve each customer. Press **TRAY SUBTOTAL** key when item registrations are completed per customer. Then, the total amount of items for each customer is printed on the receipt.

Tray Subtotal

KEY ENTRY		RECEIPT	
Customer A	BEER	BEER 2.50	
	1 COOKING MESSAGE	CHICKEN 9.00	
	CHICKEN	mild sauce	
	SALAD	□SALAD 3.00	
	TRAY SBTL	TRAY SBTTL 14.50	total amount of customer A
Customer B	ROAST BEEF	french fries	
	BEER	ROAST BEEF 14.00	
	TRAY SBTL --- can be skipped	◇SOUP 1.00	
		BEER 2.50	
	CASH	TRAY SBTTL 17.50	total amount of customer B
		CASH 32.00	
		QUANTITY 6	



Notes:

- When using Tray Subtotal Function, "PLU not consolidated [SF-67.h=1]" must be programmed.
- Add-on tax amount is <u>not</u> included in tray subtotal.

8. *Foreign Currency / Euro Currency*

Any media may be programmed for foreign currency media except for **TTL 25** key which is used for local currency. **Foreign Currency Media** keys can be used the same way as a local currency media, including the R/A, P/O and Cash Declaration operations.

a) Closing Methods

Direct Closing : Press **Foreign Currency Media** key directly, without a tendered amount input.

Tendering Input : Before a foreign currency tendering amount is entered, **F.C. SBTL** and **F.C. Media** keys must be pressed to show the total amount in foreign currency. Then enter the foreign currency tendering amount and press the same **F.C. Media** key again.

registrations --- **F.C. SBTL** --- **F.C. MEDIA** --- due amount of foreign currency displayed --- enter foreign currency amount --- **F.C. MEDIA**

The change is calculated automatically in local currency if "automatic change" has been programmed. If "automatic change" has not been programmed, a designated media should be pressed for the change.

Direct Closing by Foreign Currency

KEY ENTRY	DISPLAY
GERMAN WINE	Std Menu Std Price
F.C. MEDIA	GERMAN WINE 10.00
	DUE AMOUNT 10.00
	0.9345 *
	10.00
	FC MEDIA ₤1070
	R 0.00

RECEIPT

```
GERMAN WINE        10.00
DUE AMOUNT    10.00      a
     0.9345  *    10.00   b
FC MEDIA          ₤1070   c
```

a: due amount of local currency
b: foreign currency rate x due amount of local currency
c: foreign currency amount

Over-Tendering by Foreign Currency

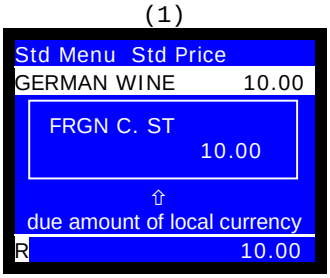
KEY ENTRY
GERMAN WINE
F.C. SBTL (1)
F.C. MEDIA (2)
1500 F.C. MEDIA (3)

RECEIPT

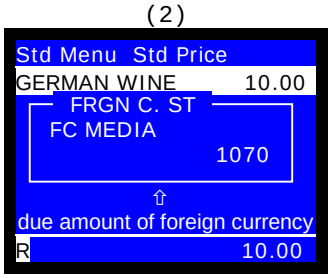
```
GERMAN WINE        10.00
DUE AMOUNT    10.00
     0.9345  *    14.02
FC MEDIA          ₤1500
CHNGE              4.02
```

tendering amount in local currency is calculated from tendering amount in foreign currency (1500 x 0.9345)
tendering amount in foreign currency
automatic change amount in local currency (430 x 0.9345)

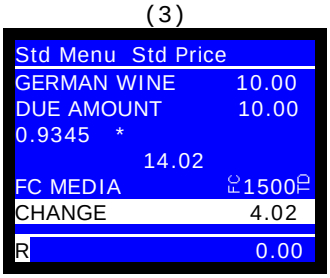
(1)



(2)



(3)



b) Currency Exchange

In order to exchange a foreign currency to the local currency, enter the foreign currency amount and press **F.C. Media** key at the beginning of a transaction. The ECR automatically subtracts a service charge amount which is calculated by a programmed charge rate (Z1/P-377).

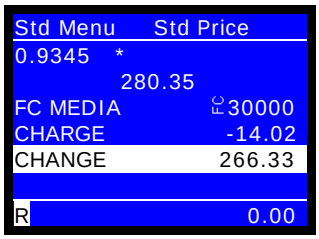
The currency exchange operation is allowed depending on media function flag [MF-2.h] for TTL 1 ~ 24.

Currency Exchange

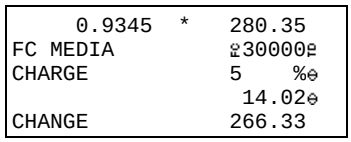
KEY ENTRY

30000
F.C. MEDIA

DISPLAY



RECEIPT



a
b
c
d
e

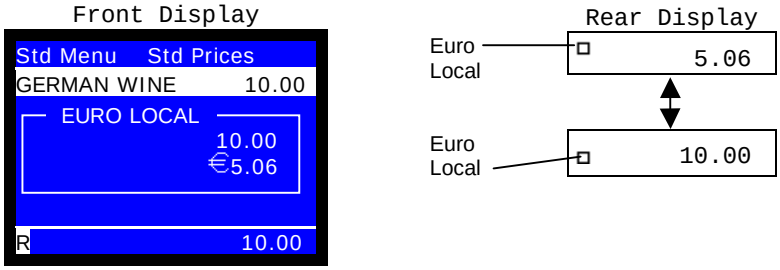
a: tendering amount in local currency is calculated from tendering amount in foreign currency (30000 x 0.9345)
b: tendering amount in foreign currency
c: currency exchange rate printed but not displayed (key/symbol #14)
d: charge amount in local currency is calculated from the programmed charge rate (280.35 x 5%)
e: cashing amount in local currency

c) Euro Currency System

A payment by the Euro currency is done by an **Euro media** key. When a transaction is closed by **Euro media** key, the due amounts in local and Euro currencies are printed on the receipt. If taxable items are included in the transaction, the Euro taxable amount and tax are also printed separately from the local taxable amount and tax. Euro amount is calculated by "local amount x Euro rate".

< Display Method of Euro Currency System >

When **SBTL** key is pressed during a transaction, the display shows both local and Euro amount on the front display. On the rear display, it switches between Euro and local currencies in one second. Also, it can be manually switched by depression of **SBTL** key according to [SF-64.d] selection.



< Print Formats of Euro Currency System >

Either "Euro and currency symbols are printed or not printed [SF-65.b]" and "one space or no space between Euro currency & currency symbols and the amount [SF-64.h]" can be selected by programming.

Note: Tax lines in local and Euro currencies are printed when "VAT data printed" [SF-22.h] is selected.

The receipt format will be like the following samples:

1. Direct Closing by Local Currency in Euro Currency System

Euro & currency symbols printed [SF-65.b=0]

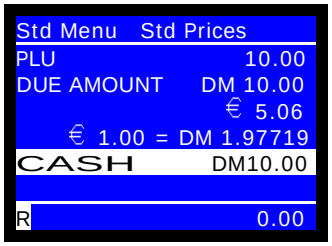
```
PLU                  10.00
DUE AMOUNT       DM 10.00
                 ----------
                    € 5.06
  € 1.00 =     DM 1.97719
------------------------
CASH             DM 10.00
VATSALE          DM 9.10
VAT              DM 0.90
------------------------
VATSALE             € 4.60
VAT                 € 0.46
```

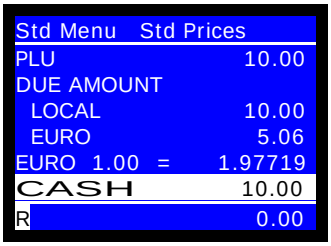
due amount (local)
--- only for reference ---
due amount (Euro) *1
Euro currency exchange rate *1
---
directly closed by cash
VAT sales (local)
VAT amount (local)
--- only for reference ---
VAT sales (Euro) *2
VAT amount (Euro) *2

Euro & currency symbols not printed [b=1]

```
PLU                  10.00
DUE AMOUNT
 LOCAL               10.00
                 ----------
 EURO                 5.06   *1
  EURO  1.00 =    1.97719   *1
------------------------
CASH                 10.00
VATSALE               9.10
VAT                   0.90
------------------------
VATSALE EURO          4.60   *2
VAT     EURO          0.46   *2
```

*1 These are printed/displayed by [SF-65.a]. When "due amount in Euro currency printed/displayed" is selected, either "Euro currency exchange rate is printed/displayed or not printed/displayed [SF-65.d]" can be selected.
*2 These are printed by [SF-24.a].





2. Direct Closing by Euro Currency

Euro & currency symbols printed [SF-65.b=0]

```
PLU                  10.00
DUE AMOUNT       DM 10.00
                    € 5.06
  € 1.00 =    DM 1.97719
EURO                € 5.06
             (= DM 10.00 )
VATSALE           DM 9.10
VAT               DM 0.90
------------------------
VATSALE             € 4.60
VAT                 € 0.46
```

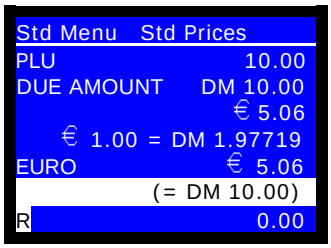
due amount (local)
due amount (Euro) --- always printed *1
directly closed by Euro *2
VAT sales (local) *3
VAT amount (local) *3

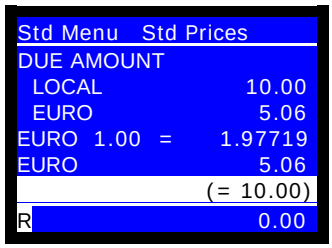
VAT sales (Euro) *3
VAT amount (Euro) *3

Euro & currency symbols not printed [b=1]

```
PLU                  10.00
DUE AMOUNT
 LOCAL               10.00
 EURO                 5.06
  EURO  1.00 =   1.97719    *1
EURO                 5.06
               (= 10.00 )    *2
VATSALE              9.10    *3
VAT                  0.90    *3
------------------------     *3
VATSALE EURO         4.60    *3
VAT     EURO         0.46
```

*1 Euro currency exchange rate is printed/displayed by [SF-65.d].
*2 Calculated amount in local currency is printed by [SF-64.e].
*3 These tax lines are printed by [SF-22.h].





3. Direct Closing by Foreign Currency in Euro Currency System

When "Foreign currency exchanged directly" [MF-1.h] is selected, the print format of foreign currency exchange rate will be as follows;

Foreign currency exchange rate =
Foreign currency / Local currency [MF-1.h=1]
Euro & currency symbols printed [SF-65.b=0]

```
PLU                  10.00
DUE AMOUNT       DM 10.00
                 FF 33.54
   DM 1.00 * FF 3.353876
FRANC            FF 33.54
             (= DM 10.00 )
VATSALE           DM 9.10
VAT               DM 0.90
```

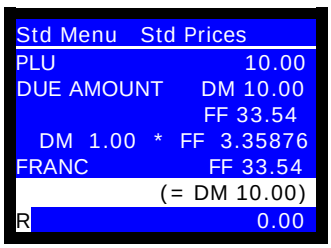
due amount (local)
due amount (foreign)
foreign currency exchange rate *
directly closed by foreign currency
calculated amount in local currency

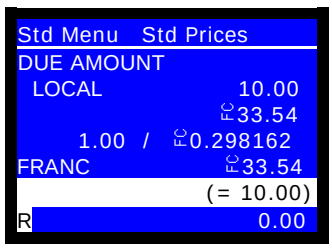
Foreign currency exchange rate =
Local currency / Foreign currency [MF-1.h=0]
Euro & currency symbols not printed [b=1]

```
PLU                  10.00
DUE AMOUNT
 LOCAL               10.00
                     ₣33.54
        1.00 / ₣0.298162
FRANC                ₣33.54
               (= 10.00 )
VATSALE              9.10
VAT                  0.90
```

* Foreign currency exchange rate is printed/displayed by [SF-65.c].

"Due amount in Euro currency and rate not printed/displayed" [SF-65.a] is selected on these samples.





9. *Cheque Cashing / Cheque Printing*

a) Cheque Cashing

In order to exchange a Cheque for local currency, enter the cheque amount and press a **Media** key which has been programmed for cheque cashing [MF-2.h=1] at the beginning of a transaction. The ECR automatically subtracts a service charge amount which is calculated by using a programmed charge rate (Z1/P-377).

KEY ENTRY	DISPLAY	RECEIPT
1000 CHEQUE	Std Menu Std Price CHEQUE 10.00 CHARGE -1.00 CHANGE 9.00 R 0.00	CHEQUE 10.00 a CHARGE 10 % 1.00 b c CHANGE 9.00 d

a: cheque amount
b: cheque-cashing exchange rate (key/symbol #14)
c: charge amount
d: cashing amount

b) Cheque Printing on Slip Printer (TP-620)

A cheque is printed only when the transaction is closed by pressing a **Media** key which has been programmed for cheque depending on programming [SF-64.c].

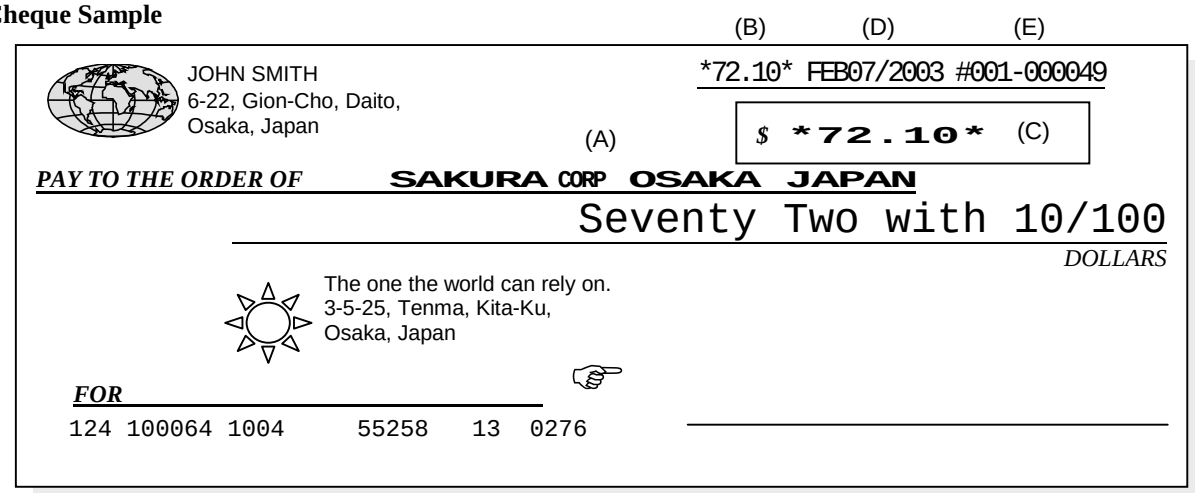
The following contents are printed on a cheque using a slip printer (the print positions are programmable):
- cheque message (A)
- total amount in normal-size characters (B)
- total amount in double-width characters (C)
- date (D)
- ECR machine number, consecutive receipt number (E)

Depending on programming [SF-64.b], there are two ways to print a cheque.

1. **Manual cheque printing when a transaction is closed by Cheque Media key**
   Even if a cheque has not been set on the slip printer, the cheque printing data will be sent to the printer and a warning message will be displayed on both the ECR and the slip printer.

2. **Automatic cheque printing when a transaction is closed by Cheque Media key and a cheque has been inserted into the slip printer**
   In this case, if a cheque has not been set on the slip printer when pressing **Cheque Media** key, the cheque printing function will be **automatically canceled** and no warnings will appear.

Cheque Sample

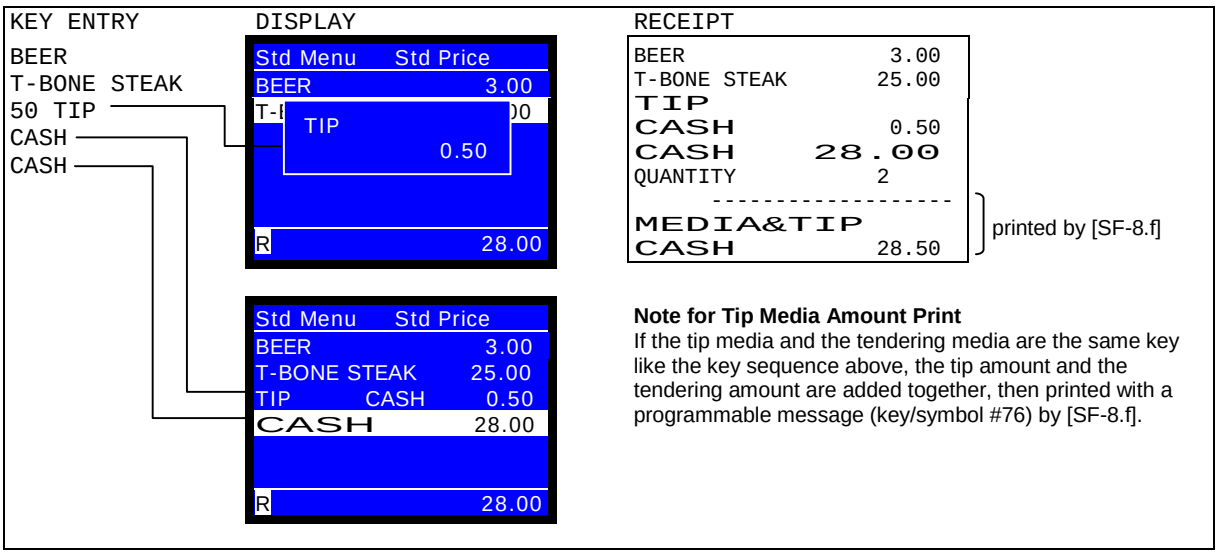


10. Tip Operation

A tip amount can be entered as either an amount separate from payment or as change from over-tendering.

a) Tip Amount Input

registrations --- enter a tip amount --- **TIP** --- **TTL** --- close transaction or continue registration

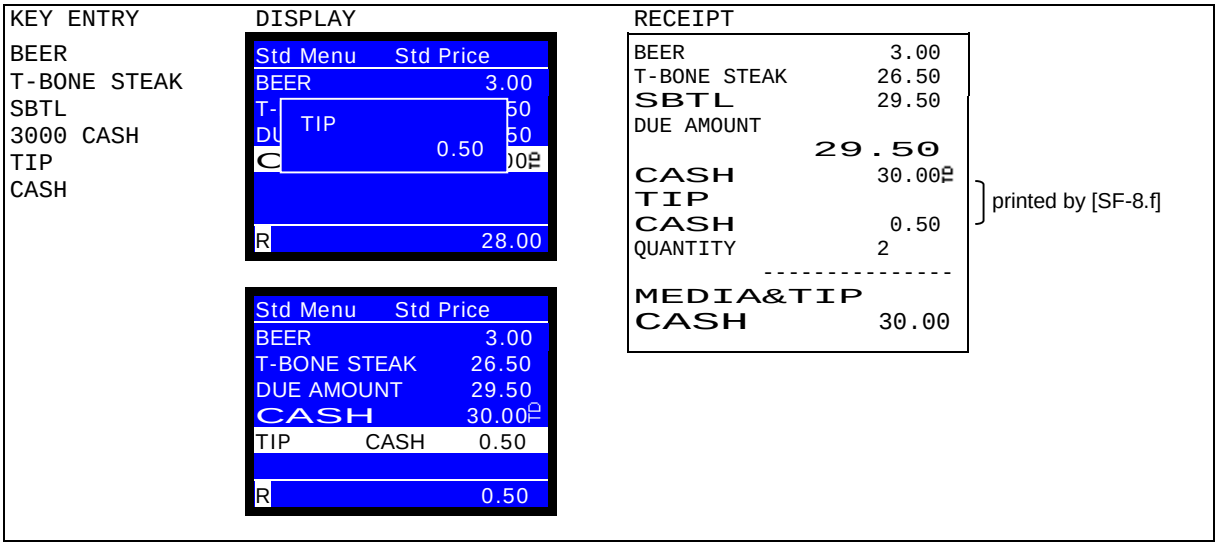


Note for Tip Media Amount Print
If the tip media and the tendering media are the same key like the key sequence above, the tip amount and the tendering amount are added together, then printed with a programmable message (key/symbol #76) by [SF-8.f].

b) Change Kept As Tip

This function can not be done when the automatic change calculation has been programmed by [MF-2.e].

registrations --- **SBTL** --- enter the over-tendered amount --- **TTL** --- **TIP** --- **TTL**
(change will be the tip)



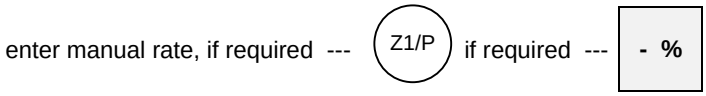
11. Mark-up / Mark-down

The key operation determines whether the mark-up/-down is calculated on the item or subtotal. For mark-up/-down on item, press **%** key immediately after the item is entered. For mark-up/-down on subtotal, press **SBTL** key before pressing **%** key.

The following depend on programming [SF-40~42];

- a manual rate entry is permitted or prohibited;
- mark-up/down amount always affects or does not affect the taxable subtotal;
- mark-up/down on item or on subtotal operation permitted or prohibited.

Only for the mark-down, turning the control key to the **Z1/P position** may be set as required by programming [SF-32.f].



Mark-up (on item) : %1 key has been programmed for mark-up of 5%

KEY ENTRY	DISPLAY	RECEIPT
BEER ROAST BEEF %1 CASH	Std Menu Std Price BEER 2.50 ROAST BEEF 14.00 % 1 0.70 CASH 17.20 R 0.00	BEER 2.50 ROAST BEEF 14.00 5 % % 1 0.70 CASH 17.20

rate is printed but not displayed

Mark-down (on subtotal) with manual rate entry: %2 key has been programmed for mark-down of 5%

KEY ENTRY	DISPLAY	RECEIPT
BEER ROAST BEEF SBTL 4 %2 CASH	Std Menu Std Price BEER 2.50 ROAST BEEF 14.00 % 2 -0.66 CASH 15.84 R 0.00	BEER 2.50 ROAST BEEF 14.00 SBTL 16.50 16.50 X 4 %⊖ % 2 0.66⊖ CASH 15.84

printed by [SF-81.g]
rate is printed but not displayed

12. Adjustment (Automatic % on Specific Items)

The adjustment function is provided for Membership discounts, Whole-sales prices, Employees, etc. Each PLU can be assigned to one of two adjustments by programming [PF-1.e,f]. Mark-up and Mark-down are presettable on each item, saving the trouble of manually entering rates.

The depression of **ADJUST 1** key, **ADJUST 2** key or **ADJUST 1&2** key after entering items will calculate the mark-up/down amount. After an adjustment key depression, only a closing operation by a media key or NB (New Balance) key is permitted.

Depending on programming [SF-36, 37], adjustment amount affects or does not affect the taxable subtotal, and turning the control key to the **Z1/P position** may be set as required by programming [SF-33.e,f].

<Example>

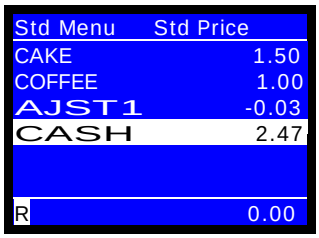
ADJUST 1	**Adjustment 1** key is used for price reduction (2%-)
ADJUST 2	**Adjustment 2** key is used for price reduction (5%-)
ADJUST 1&2	**Adjustment 1 & 2** key is used for price reduction (2%-, 5%-)

ADJUST 1 : CAKE = Adjustable 1 item, COFFEE = Adjustable 2 item

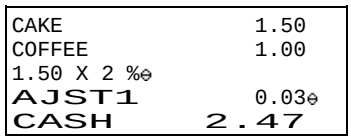
KEY ENTRY

CAKE
COFFEE
ADJUST 1
CASH

DISPLAY



RECEIPT



a
b

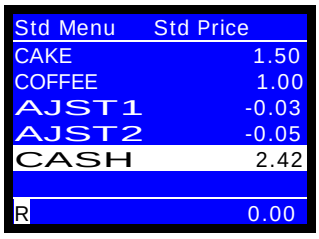
a: adjustable 1 amount x adjustment 1 rate (printed but not displayed)
b: adjustment 1 amount

ADJUST 1&2 : CAKE = Adjustable 1 item, COFFEE = Adjustable 2 item

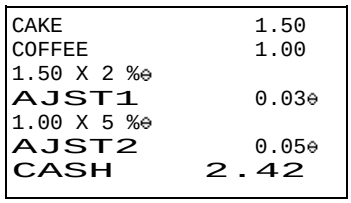
KEY ENTRY

CAKE
COFFEE
ADJUST 1&2
CASH

DISPLAY



RECEIPT



13. Amount Plus / Amount Discount

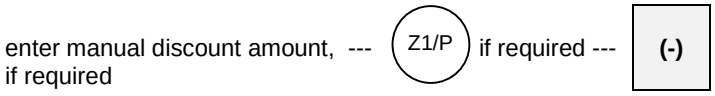
A plus/discount amount can be entered manually or the programmed amount is added/subtracted automatically.

The key operation determines whether the amount is added to the item or subtotal. For plus/discount on item, press **(+) or (-)** key immediately after the item is entered. For plus/discount on subtotal, press **SBTL** key before pressing **(+) or (-)** key.

The following depend on programming [SF-44, 45];

- plus/discount on item or on subtotal operation permitted or prohibited;
- plus/discount amount always affects or does not affect the taxable subtotal.

Only for the discount operation, turning the control key to the **Z1/P position** may be set as required by programming [SF-32.e].



Amount discount operation on item : (-) key is programmed for 0.30 discount

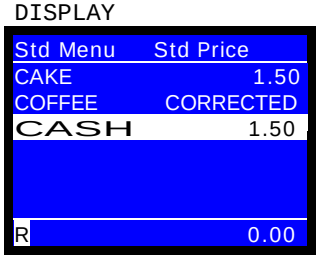
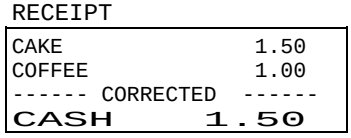
KEY ENTRY	DISPLAY	RECEIPT
HAMBUGER COFFEE (-) CASH	Std Menu Std Price HAMBURGER 3.50 COFFEE 1.00 DSCNT -0.30 CASH 4.20 R 0.00	HAMBURGER 3.50 COFFEE 1.00 DSCNT 0.30⊖ CASH 4.20

14. Last Item Correction

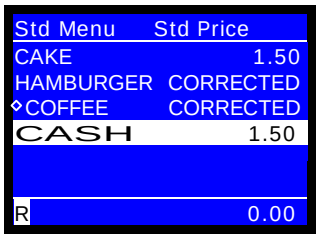
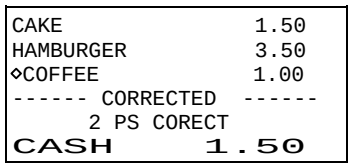
CR key is used to cancel the last-registered item.

Press **CR** key immediately after the wrong item or the wrong function key is registered. The corrected item is never printed on the post-receipt, kitchen printer and slip printer.

COFFEE is corrected.

KEY ENTRY	DISPLAY	RECEIPT
CAKE COFFEE CR CASH		

PLU (HAMBURGER) with link PLU (COFFEE) is corrected.

KEY ENTRY	DISPLAY	RECEIPT
CAKE HAMBURGER COFFEE (link PLU) CR CASH		 number of corrected items is printed

15. Void / Scroll Void

VOID key allows you to void an item registered in ongoing transaction. (In order to void an item registered by a series of key depression, the same key operation must be repeated.)

If a PLU has been registered for the items below, Scroll Void function is useful to void them. Scroll Void voids all these additional entries on the PLU automatically. So the same key operation is not required to repeat. Refer to the next page for the sequence.

Manual price entry, Multiplication, Split pricing, Square entry, Link PLU,
Simple condiment PLU, Cooking message, Plus / Discount amount on item, % on item

Bar Coded PLUs: repeat same key operations (manual price, multiplication, etc.) --- **VOID** --- scan the PLU

Hard PLUs: repeat same key operations (manual price, multiplication, etc.) --- **VOID** --- **HARD PLU**

Coded PLUs: repeat same key operations (manual price, multiplication, etc.) --- enter PLU code --- **VOID** --- **PLU** / **REPEAT**

Depending on programming [SF-32.d], turning the control key to the **Z1/P position** may be required to allow voiding operations.

repeat same key operations for voided item --- (Z1/P) if required --- **VOID** --- (R) --- enter the PLU

Two ICE CREAMs which are entered with manual prices are voided.

KEY ENTRY
```
100 ICE CREAM
CAKE
100 ICE CREAM
2 [X2]
100 VOID
ICE CREAM
CASH
```

DISPLAY

VOID	
ICE CREAM	1.00
CAKE	1.50
ICE CREAM	1.00
R	3.50

Std Menu	Std Price
ICE CREAM	1.00
CAKE	1.50
ICE CREAM	1.00
2 X ICE CREAM	-2.00
CASH	1.50
R	0.00

RECEIPT
```
ICE CREAM          1.00
CAKE               1.50
ICE CREAM          1.00
2 X 1.00
ICE CREAM          2.00
 ↑↑↑↑↑ VOID ↑↑↑↑↑
CASH          1.50
```

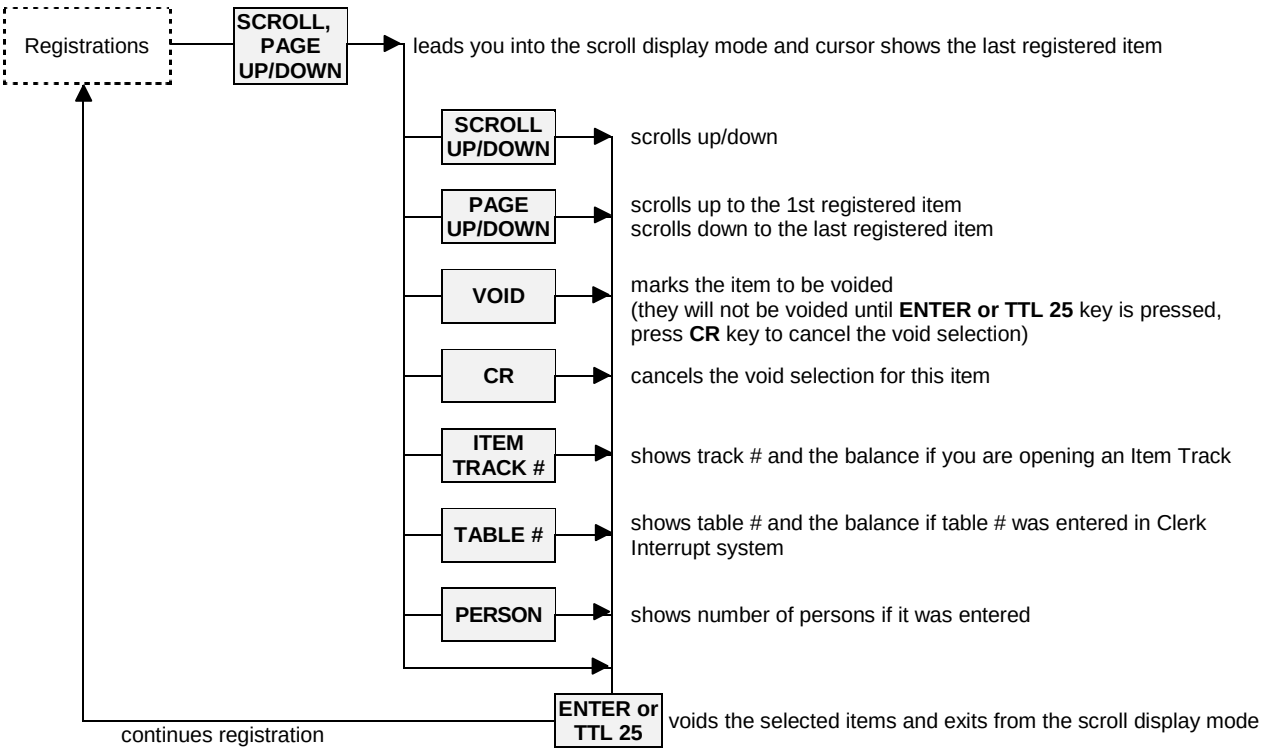
< Kitchen Printer/Slip Printer >
The voided item is not printed on the kitchen printer and slip printer. Only the negative voided item is printed in vertical double-width characters on the kitchen printer and in normal size on the slip printer with a minus symbol but with no void message.

< Items in Track >
An item registered in a track can be canceled by voiding the previous item at any time before it is closed by a media key.

Scroll Void

During a transaction, you can **SCROLL** through or **PAGE UP/DOWN** to view all registered items and select items you wish to void.

1. During a transaction, press **SCROLL** or **PAGE UP/DOWN** key to enter scroll display mode.
2. Select an item you wish to void and press **VOID** key. (Press **CR** key to cancel the void selection.)
3. Selected items are finally voided by **ENTER or CASH/TTL 25** key by [SF-117.a].


Registrations
SCROLL, PAGE UP/DOWN
leads you into the scroll display mode and cursor shows the last registered item
SCROLL UP/DOWN
scrolls up/down
PAGE UP/DOWN
scrolls up to the 1st registered item
scrolls down to the last registered item
VOID
marks the item to be voided
(they will not be voided until ENTER or TTL 25 key is pressed,
press CR key to cancel the void selection)
CR
cancels the void selection for this item
ITEM TRACK #
shows track # and the balance if you are opening an Item Track
TABLE #
shows table # and the balance if table # was entered in Clerk Interrupt system
PERSON
shows number of persons if it was entered
ENTER or TTL 25
voids the selected items and exits from the scroll display mode
continues registration

Scroll Void Operation Sequence
Two ICE CREAMs which are entered with a cooking message and manual price are voided.

KEY ENTRY	KEY EXPLANATION
10 COOKING MESSAGE	cooking message entered
2 [X2] 100	multiplication and manual price entry are done
MINT ICE CREAM	
CAKE	
SCROLL,PAGE UP/DOWN	(1) enters into the scroll display mode
SCROLL UP	(2) moves cursor to 2 X MINT ICE CREAM
SCROLL UP	
VOID	(3) selects item to be voided No need to repeat the entries of cooking message, multiplication and manual price entry. They are voided automatically.
ENTER or TTL 25	(4) voids the selected items and exists from the scroll display mode
CASH	

RECEIPT

```
2 X 1.00
MINT ICE CREAM      2.00
    choco chip
CAKE                1.50
2 X 1.00
MINT ICE CREAM      2.00
    choco chip
 ↑↑↑↑↑ VOID ↑↑↑↑↑
CASH          1.50
```

(1)

SELECT ITEM	
2 X MINT ICE CR	2.00
choco chip	
CAKE	1.50
R	3.50

(2)

SELECT ITEM	
2 X MINT ICE CR	2.00
choco chip	
CAKE	1.50
R	3.50

(3)

Std Menu Std Price	
2 X MINT I VOID	
choco chip VOID	
CAKE	1.50
R	3.50

(4)

Std Menu Std Price	
CAKE	1.50
R	1.50

Multiplied PLUs can be split for scroll void. Enter number of the quantity you would like to split void and press **X2** and **VOID** keys.

Scroll Void Operation Sequence
One of two ICE CREAMs is voided.

KEY ENTRY	KEY EXPLANATION
2 [X2] 100 ICE CREAM	multiplication and manual price entry are done
CAKE	
SCROLL,PAGE UP/DOWN	(1) enters into the scroll display mode
SCROLL UP	(2) moves cursor to "2 X ICE CREAM"
1 [X2] VOID	(3) enters number of quantity you like to split (quantity of item transferred pops up)
ENTER (or TTL 25)	(4) voids the selected items and exists from the scroll display mode
CASH	

RECEIPT

```
2 X 1.00 ICE CREAM          2.00
CAKE                        1.50
ICE CREAM                   1.00
 ↑↑↑↑↑↑↑↑↑↑ VOID ↑↑↑↑↑↑↑↑↑↑
CASH                  2.50
```

Receipt format differs if [SF-4.h=1].

(1)

SELECT ITEM	
2 X ICE CREAM	2.00
CAKE	1.50
R	3.50

(2)

SELECT ITEM	
2 X ICE CREAM	2.00
CAKE	1.50
R	3.50

(3)

SELECT ITEM	
2 X ICE CR VOID	
C VOID 0	
1 X	
R	3.50

(4)

Std Menu Std Price	
CAKE	1.50
ICE CREAM	1.00
R	2.50

< Notes for Scroll Void >

If a PLU has been registered with the following items, all these additional entries on the PLU are also selected automatically as void items;

- manual price entry
- multiplication, split pricing, square entry
- link PLU
- simple condiment PLU
- cooking message
- plus / discount amount on item
- % on item

If the following operations on subtotal have been done, selecting void items are not operational until those operations are voided first;

- plus / discount amount on subtotal
- % on subtotal
- adjustment

If the following operations have been done, selecting void items are no longer operational;

- manual tax entry
- tax exemption
- tendering amount entry

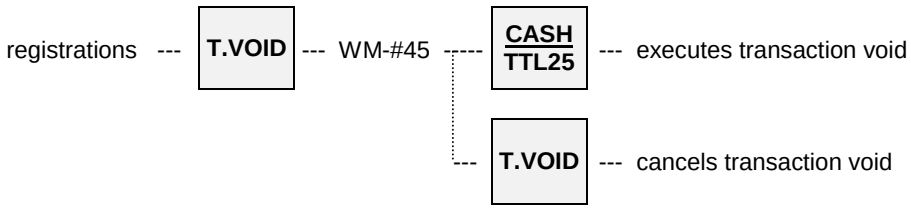
Message entry (not cooking message) only can be selected for the void operation.

PLUs multiplied not by X2 key can be split for scroll void only under "PLU consolidated" [SF-67.h=0] (can not be split under "PLU not consolidated" [SF-67.h=1]).

16. Transaction Void

Transaction Void can be done if you wish to cancel all the registrations in a transaction.
This is available only before the transaction is closed.

In order to cancel all the registrations, simply press **TRANSACTION VOID** key.
Then, the ECR shows Warning Message #45 (means "Are you sure to execute Transaction Void?").
Press **CASH/TTL 25** key to execute it or press **TRANSACTION VOID** key again to cancel it.

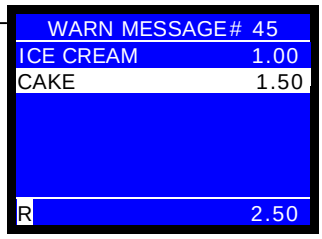


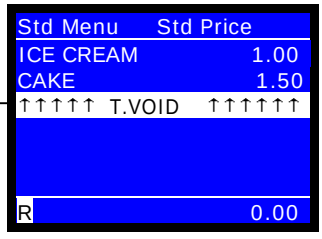
Depending on programming [SF-32.d], turning the control key to the **Z1/P position** may be required to allow transaction void.

Transaction Void

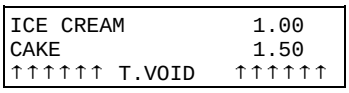
KEY ENTRY
ICE CREAM
CAKE
T.VOID
CASH/TTL 25

DISPLAY





RECEIPT



17. Refund / Media Refund

REFUND key is used to refund a registered item after the transaction has been closed.
The ECR will not check to see if the refunded item was actually registered except in the case of item track operation before the track has been closed by a media key.

In order to refund an item registered by a series of key depression, the same key operation must be repeated.
Press **REFUND** key after entering the data (PLU code, manual price, etc.).

Bar Coded PLUs: repeat same key operations (manual price, multiplication, etc.) --- [REFUND] --- scan the PLU

Hard PLUs: repeat same key operations (manual price, multiplication, etc.) --- [REFUND] --- [HARD PLU]

Coded PLUs: repeat same key operations (manual price, multiplication, etc.) --- enter PLU code --- [REFUND] --- [PLU / REPEAT]

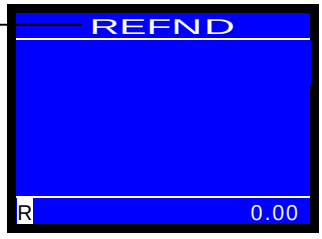
Depending on programming [SF-32.c], turning the control key to the **Z1/P position** may be required to allow refunding operations.

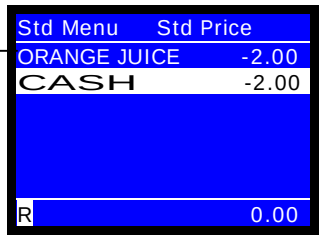
repeat same key operations for refunded item --- (Z1/P) if required --- [REFUND] --- (R) --- enter the PLU

ORANGE JUICE is refunded.

KEY ENTRY
REFUND
ORANGE JUICE
CASH

DISPLAY





RECEIPT

```
ORANGE JUICE          2.00
 ↑↑↑↑↑REFND ↑↑↑↑↑
CASH          2.00⊖
```

KITCHEN PRINTER

```
ECR NO.1 -->  BAR
                CLERK NAME 00001

  1⊖ ORANGE JUICE

              FEB03/2003#001-000060 11:11
```

The refunded item is printed in vertical elongated double-width characters on the kitchen printer and in normal size on the slip printer with a minus symbol but with no refund message.

SLIP PRINTER

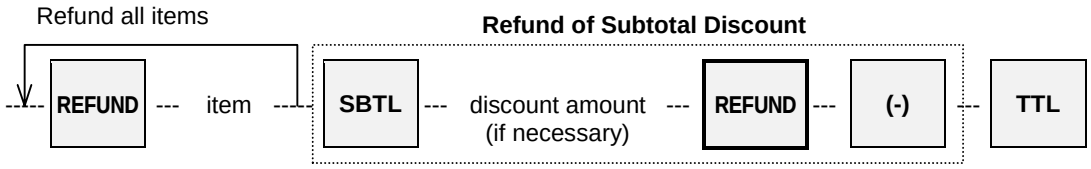
```
  Served by   CLERK NAME 00001

ORANGE JUICE                          2.00⊖
CASH                                  2.00⊖
FEB03/2003#001-000060      R  CLERK NAME 00001
```

Refund of Transaction with Subtotal Discount

Refund with Subtotal Discount can be done by the following operation. **REFUND key must be pressed before AMOUNT (-) key**. **AMOUNT (+) key** is pressed in case of refund with Subtotal Plus.

1. Refund all items.
2. Press SBTL key.
3. Enter discount amount (if necessary) and press **REFUND** and AMOUNT (-) keys.

Close the transaction by pressing TOTAL (media) key.



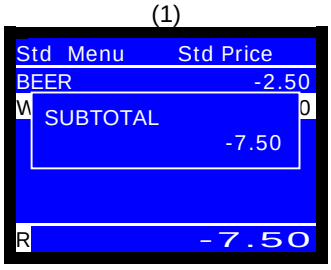
Refund including Subtotal Discount

KEY ENTRY	KEY EXPLANATION
REFUND BEER	
REFUND WHITE WINE	
SBTL	(1) press **SBTL** key
50 **REFUND** **(-)**	(2) enter discount amount and press **REFUND** and **(-)** keys
CASH	(3) close the transaction by cash

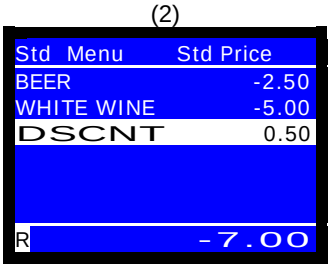
ORIGINAL RECEIPT
(before refund with subtotal discount)

BEER	2.50
WHITE WINE	5.00
SUBTOTAL	7.50
DSCNT	0.50⊖
CASH	7.00

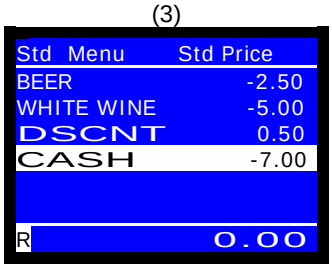
(1)



(2)



(3)



Receipt printed real time [SF-4.h=0]

BEER	2.50
↑↑↑↑↑↑↑↑↑↑ REFND ↑↑↑↑↑↑↑↑↑↑	
WHITE WINE	5.00
↑↑↑↑↑↑↑↑↑↑ REFND ↑↑↑↑↑↑↑↑↑↑	
SUBTOTAL	7.50⊖
DSCNT	0.50⊖
↑↑↑↑↑↑↑↑↑↑ REFND ↑↑↑↑↑↑↑↑↑↑	
CASH	7.00⊖

Printed after transaction is closed [SF-4.h=1]

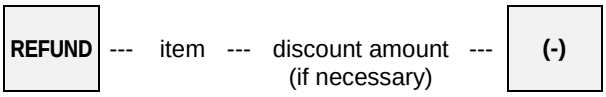
BEER	2.50⊖
WHITE WINE	5.00⊖
SUBTOTAL	7.50⊖
DSCNT	0.50
CASH	7.00⊖

Note: Subtotal is NOT printed when "receipt printed after closing" [SF-4.h=1] is selected under Non-Clerk Interrupt System [SF-12.a=0], even if "subtotal printed by SBTL key" [SF-81.g=1] is selected.

Refund with Item Discount

Refund with item discount can be done by the following operation. **NOT** necessary to press **REFUND key before AMOUNT (-) key**. **AMOUNT (+) key** is pressed in case of refund with Item Plus.

1. Refund item.
2. Enter discount amount (if necessary) and press AMOUNT (-) key.



The same operational sequence applies to refund with % or Adjustment by pressing equivalent keys after "Refund item".

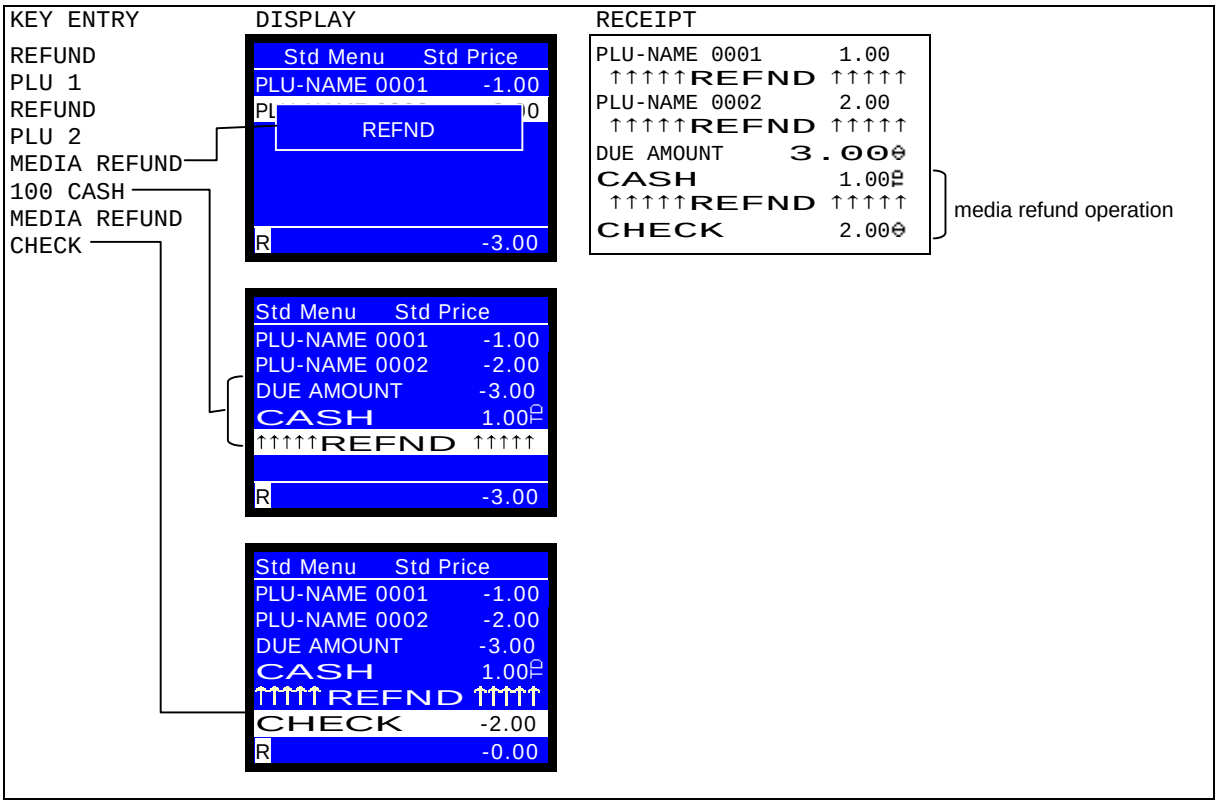
Media Refund

This function is useful if a transaction to be refunded was closed by plural media keys. It is not required to do if the transaction was closed by one media key.

By this operation, the refunded amounts are subtracted from the respective media memory, but they are not memorized in the refund memory.

For example, when the transaction below is required to refund, then the operation sequence will be;

```
PLU-NAME 0001      1.00
PLU-NAME 0002      2.00
SBTL               3.00
DUE AMOUNT      3.00
CASH               1.00
CHECK              2.00
```



18. Tax

Each PLU can have one of four taxes and they are calculated by either VAT method or Add-On Tax method.

VAT Method [SF-21.e~f=0]

Tax amount is included in the price. The tax shift is available however, manual tax amount entry and manual tax exemption are not available.

Add-On Tax Method [SF-21.e~f=1]

Tax amount is charged separately from the price. **Tax Rate or Tax Table** selection is available for each tax by [SF-21.a~d]. The tax shift, manual tax amount entry and manual tax exemption are available.

The following items can be printed by programming:

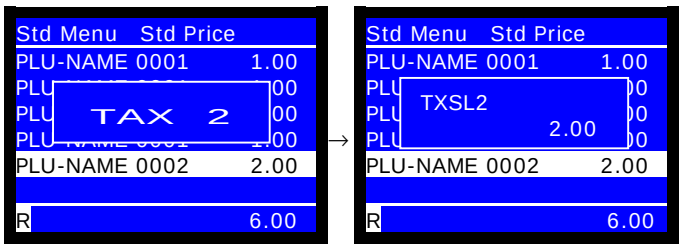
- tax symbol printed or not printed [SF-22.d]
- taxable subtotal amount printed or not printed [SF-22.e]
- tax amount printed even if tax = 0 or not printed [SF-22.f]
- tax amounts printed separately or consolidated on one line [SF-22.g]
- VAT data printed or not printed (add-on tax data always printed) [SF-22.h]
- VAT taxable subtotal printed with tax or without tax [SF-22.c]

The following operations are possible **only for the add-on tax items:**

Taxable Subtotal Display

PLU entry --- **TAX SHIFT 1 ~ 4** --- **SBTL**

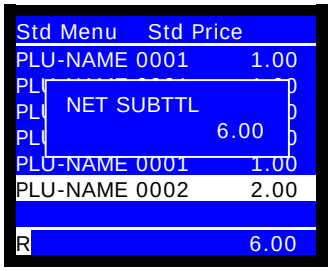
The taxable subtotal is displayed by using the proper **TAX SHIFT** key and **SBTL** key immediately after registering the PLU.



Net Subtotal Display

PLU entry --- **NET SBTL**

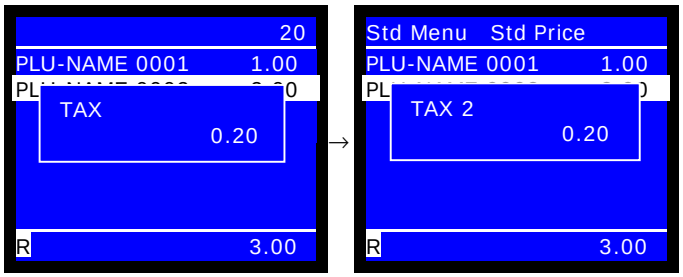
Net subtotal without add-on tax amount is displayed. The amount is printed by [SF-81.c].



Manual Tax Entry

PLU entry --- manual tax amount --- **TAX** --- **TAX SHIFT 1 ~ 4**

After it is performed, all other operations are prohibited, except for a media closing.



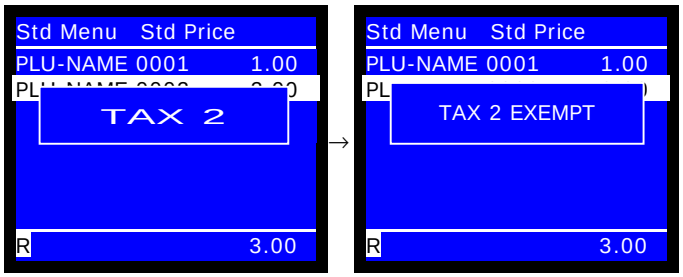

```
PLU-NAME 0001      1.00
PLU-NAME 0002      2.00
TXSL2              2.00
TAX  2             0.20
CASH               3.20
```

non-taxable item
taxable 2 item
manual tax

Manual Tax Exemption (available if permitted by programming [SF-23])

PLU entry --- **TAX SHIFT 1 ~ 4** --- **TAX**

This may be used at the end of a transaction to exempt the whole transaction from a particular tax rate, e.g. the whole sale could be exempted from Tax 2.
After it is performed, all other operations are prohibited, except for a media closing.




```
PLU-NAME 0001      1.00
PLU-NAME 0002      2.00
TXSL2              2.00
TAX  2---------0.00
CASH               3.00
```

non-taxable item
taxable 2 item
tax 2 exempted manually

< **Automatic Tax Exemption for Add-On Tax System** >

If the tax exemption limit amount is programmed by PGM-108, the tax amount is automatically exempted according to the taxable subtotal amount per entered number of people or per transaction by [SF-23.e~h].

< Tax Shift >

It is possible for both the VAT tax items and the add-on tax items:
Tax status is changed by **TAX SHIFT 1 ~ 4** keys.

Tax Shift for Bar Coded PLU : [TAX SHIFT 1 ~ 4] --- scanner

Tax Shift for Hard PLU : [TAX SHIFT 1 ~ 4] --- [HARD PLU]

Tax Shift for Coded PLU : PLU code entry --- [TAX SHIFT 1 ~ 4] --- [PLU / REPEAT]

i) TAX SHIFT ON VAT TAX ITEMS

Depression of a tax shift key changes a tax status to a different VAT tax status.

	TAX SHIFT KEY PRESSED			
	TAX SHIFT 1 key	TAX SHIFT 2 key	TAX SHIFT 3 key	TAX SHIFT 4 key
Non-taxable & VAT taxable items are changed to ...	taxable 1	taxable 2	taxable 3	taxable 4

ii) TAX SHIFT ON ADD-ON TAX ITEMS

Tax shift can also be used with the add-on tax items but in a way which is different from the VAT items. If the pressed TAX SHIFT key number and the item's tax number are the same, the item will become non-taxable. If the pressed TAX SHIFT key number and the item's tax number are different, the tax status will be both the original item's tax status and the shifted tax status as follows:

	TAX SHIFT KEY PRESSED			
ADD-ON TAX STATUS	TAX SHIFT 1 key	TAX SHIFT 2 key	TAX SHIFT 3 key	TAX SHIFT 4 key
Non-taxable item	taxable 1	taxable 2	taxable 3	taxable 4
TAXABLE 1 ITEM	non-taxable	1, 2	1, 3	1, 4
TAXABLE 2 ITEM	taxable 1, 2	non-taxable	2, 3	2, 4
:	:	:	:	:
TAXABLE 1 & 2 ITEM	2	1	1, 2, 3	1, 2, 4
TAXABLE 1 ~ 4 ITEM	2, 3, 4	1, 3, 4	1, 2, 4	1, 2, 3

The function of TAX SHIFT keys depends on which tax method is selected for each of the four taxes. Tax shift for the VAT system affects only VAT tax items and tax shift for the add-on system affects only add-on tax items. For example, Tax 1 and 2 are VAT method, tax 3 and 4 are add-on tax method, PLU 1's tax status is tax 1 & 3:

	TAX SHIFT KEY PRESSED			
PLU 1's TAX STATUS	TAX SHIFT 1 key (VAT)	TAX SHIFT 2 key (VAT)	TAX SHIFT 3 key (add-on tax)	TAX SHIFT 4 key (add-on tax)
TAX 1 (VAT method)	no change	taxable 2	no change	no change
TAX 3 (add-on tax method)	no change	no change	non-taxable	taxable 3 & 4
PLU1's tax status will be	**taxable 1 & 3**	**taxable 2 & 3**	**taxable 1**	**taxable 1, 3, 4**

19. R/A (Received on Account)

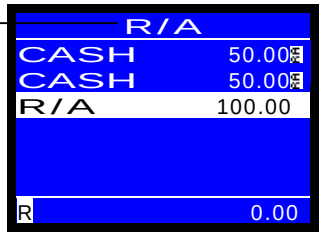
Records an amount of money received into the cash drawer when no customer transaction has taken place (i.e. in order to register the money prepared for change into the ECR memory).

50.00 x 1 piece and 5.00 x 10 pieces are entered

KEY ENTRY

```
R/A
5000 CASH
10 [X2]
PRESET TENDER 1
R/A
```

DISPLAY



RECEIPT

```
CASH          50.00
CASH          50.00
R/A          100.00
```

Media multiplication can only be done using a preset tender media key. **PRESET TENDER 1** key has been assigned to CASH/TTL 25 memory by SP-253.

20. P/O (Paid Out)

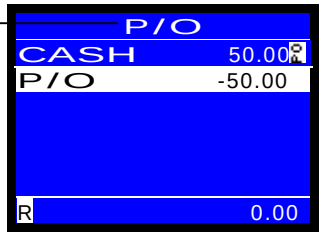
Records an amount of money withdrawn from the cash drawer when no customer transaction has taken place.

50.00 is withdrawn.

KEY ENTRY

```
P/O
5000 CASH
P/O
```

DISPLAY

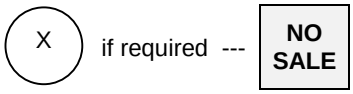


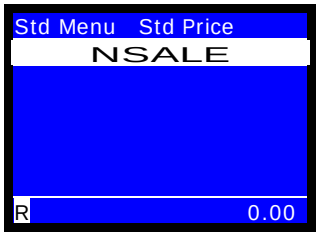
RECEIPT

```
CASH          50.00
P/O           50.00
```

21. No Sale

For opening the drawer when no transaction has taken place. Simply press **NO SALE** key. Depending on programming [SF-32.g], turning the control key to the **X position** may be required.



KEY ENTRY	DISPLAY	RECEIPT
NO SALE		NSALE 0.00

No sale operation is not printed on receipt (printed on journal) in order to save paper if [SF-5.f] is selected.

"0.00" or ".00" Print and Display

You can choose ".00" or ". 0" for display by the media flag selection [MF-2.b] and "0.00" by [MF-4.a].

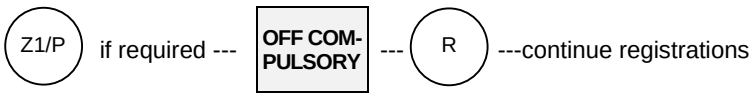
	DISPLAY	RECEIPT
[MF-2.b=0, MF-4.a=1]	0.00	NSALE 0.00
[MF-2.b=0, MF-4.a=0]	.00	NSALE .00
[MF-2.b=1]	. 0	NSALE . 0

22. Off Compulsory

OFF COMPULSORY key is used for the temporary release of all compulsory conditions.

For example, under a track number entry compulsory condition, press **OFF COMPULSORY** key at the beginning of a transaction for release of the compulsory condition.

Depending on programming [SF-33.g], turning the control key to the **Z1/P position** may be required in order to use **OFF COMPULSORY** key.



23. Number of People

It is possible to input 99 people with **PERSON** key. Additional entry is overridden (not added).

enter the number of people --- **PERSON**

KEY ENTRY

2 PERSON
BEER
RED WINE
CASH

DISPLAY

RECEIPT

Non-Clerk Interrupt System

```
BEER                2.50
RED WINE            3.00
CASH            5.50
QUANTITY               2
PERSN                  2
```

number of people

Clerk Interrupt System

```
<01>
                       2
BEER                2.50
RED WINE            3.00
CASH            5.50
QUANTITY               2
```

number of people

If a post-receipt is printed by **BUFFER PRINT** key in the receipt off condition, number of people is printed at right of the clerk name.

BUFFER PRINT

POST-RECEIPT

```
Served by
CLERK NAME 00001       2
BEER                2.50
RED WINE            3.00
CASH            5.50
QUANTITY               2
```

number of people

24. Message

Up to 19 digits of number or message inputs are possible with **MESSAGE** key.

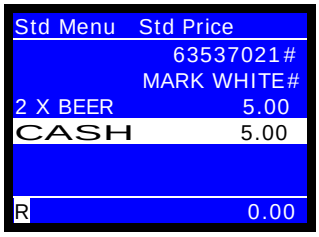
Number Input: enter number --- **MESSAGE**

Message Input: **MESSAGE** --- enter message --- **ENTER**

KEY ENTRY

```
63537021
MESSAGE

MESSAGE
MARK WHITE
ENTER

2 [X2] BEER
CASH
```

DISPLAY



RECEIPT

```
              MESS1
               63537021#
              MESS1
   MARK WHITE          #
2 X 2.50
BEER              5.00
CASH          5.00
```

number is right justified

alphabet is left justified

messages printed in double-width character on KP

KITCHEN PRINTER

```
ECR NO.1  -->  BAR
                    CLERK NAME 00001

  63537021
  MARK WHITE

   2  BEER

                FEB03/2003#001-000050 10:11
-----------------------------------------
```

Keys used for message entry:

Stroke KB	Flat KB	Functions
(CAPS)	↑	to enter upper-case letters
(SMALL)	↓	to enter lower-case letters
(DOUBLE)	(DBL)	to enter a double-width character (press this key after each character entry)
RPF	←	to shift cursor left (available in the code entry mode only for the stroke keyboard)
JPF	→	to shift cursor right (available in the code entry mode only for the stroke keyboard)
(BS)		to enter a back space
(SPACE)		to enter a space
(A/C)		to toggle between Alphabet entry mode and Code entry mode See programming manual - character programming page for Character Code Table. Alphabet entry mode and Code entry mode is toggled by X2 (A/C) key depression: [MESSAGE]-[X2 (A/C)]-(34)-[•] for A -(35)-[•] for B -(36)-[•] for C -[ENTER]
CL, (CL)		to cancel character input before pressing **ENTER** key
(ENTER)		to finish character input

Refer to IV. KEY LAYOUT for the key positions. Some keys for the stroke keyboard are optional.

25. Validation (Dot Matrix Printer) / Slip Validation

Validation on the ECR's internal printer is available for Dot Matrix Printer only. Before issuing a validation, make sure that validation cover is already removed.

For Dot Matrix Printer: in order to remove the validation cover, open the printer cover and push the validation cover from inside of printer cover.

Validation on the slip printer is available for both Dot Matrix Printer and Thermal Printer models if the ECR is programmed for use with a slip printer TP-620. Insert a slip paper before **VALIDATION** key is pressed.

They can be issued for any item after it is registered, any media after payment is made, or for the total after the transaction is closed.

Item & Media Validations:
insert validation paper after an item or a media is registered --- **MEDIA / ITEM VALID.**

Total Validations:
insert validation paper after a transaction is closed --- **TOTAL VALID.**

KEY ENTRY
BEER 6 BOTTLES

insert a paper for item validation
MEDIA/ITEM VALID.

CASH
insert a paper for media validation
MEDIA/ITEM VALID.

insert a paper for total validation
TOTAL VALID.

RECEIPT

```
BEER 6 BOTTLES     6.60
CASH       6.60
```

```
FEB15/2003#002-0001 BEER 6 BOTTLES       6.60
```

```
FEB15/2003#002-0001 CASH                 6.60
```

```
FEB15/2003#002-0001 AMONT                6.60
```

key/symbol#35

```
FEB15/2003#002-0001 11:43 AMONT          6.60
```

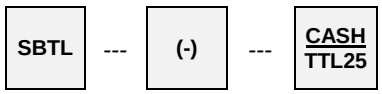
time printed by [SF-9.a]

The following depend on programming by [SF-9]:
- Validation is compulsory or is not compulsory
- Validation can be printed only one time or an unlimited number of times
- Validation printed by upside-down or normal character (not available for the slip printer)
- Time printed or not printed
- Slip validation with slip upper logo [SF-82]

26. Arrangement

There are four kinds of arrangement keys. Up to 50-key steps operations can be assigned to each one of the Arrangements. Execution of programmed steps can be performed by depression of the appropriate **ARRANGEMENT 1** ~ **4** key.

Example 1: **ARRANGEMENT 1** key is programmed for an automatic discount and closing operations as follows:

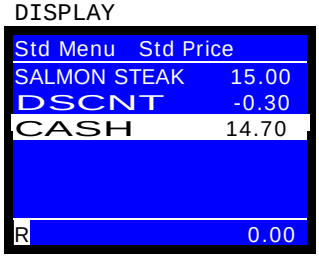


(-) key is programmed for 0.30 discount

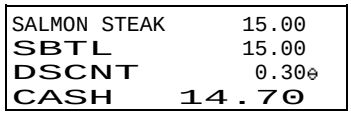
KEY ENTRY

SALMON STEAK
ARRANGEMENT 1

DISPLAY



RECEIPT



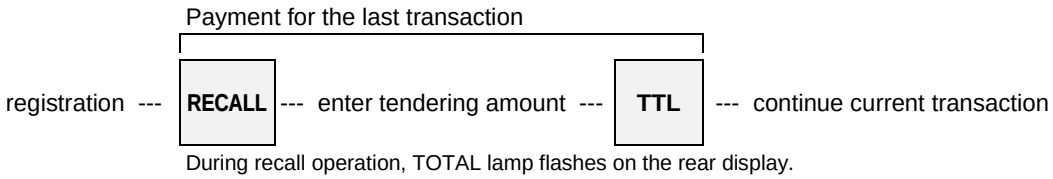
Example 2: **ARRANGEMENT 2** key is programmed for assorted reports.
X-03 Full Transaction report (3, X2, TTL25)
X-05 Hourly report (5, X2, TTL25)
X-10 Clerk report (1, 0, X2, TTL25)

Operation
Turn the control key to the **X position** and press **ARRANGEMENT 2** key. Then, above reports will automatically be printed.

27. Recall

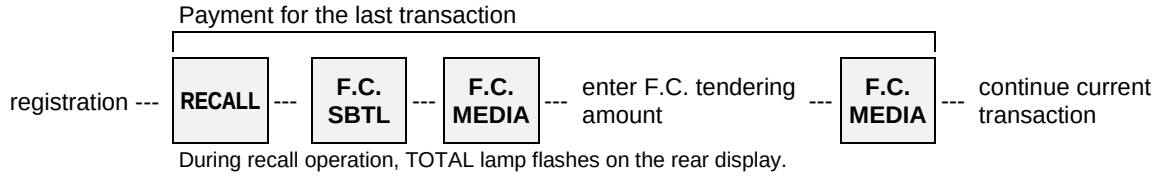
The total amount of the last transaction **which has been closed directly by a media key** can be recalled by **RECALL** key. The receipt of the last transaction is issued when the transaction is directly closed. After that, no additional receipt is issued during the recall operation. A transaction which has been closed with amount tendered can not be recalled.

The recalled transaction must be closed by a media key with a tendering amount entry. It is canceled by **CL** key.


Payment for the last transaction
registration ---
RECALL
--- enter tendering amount ---
TTL
--- continue current transaction
During recall operation, TOTAL lamp flashes on the rear display.

Recall of the transaction which is closed by a foreign currency media

When the last transaction is recalled, the closed foreign currency media key name and the total amount in local currency is displayed. Before entering the foreign currency tendering amount for the last transaction, **F.C. SBTL** key and the specific foreign currency media key must be pressed.



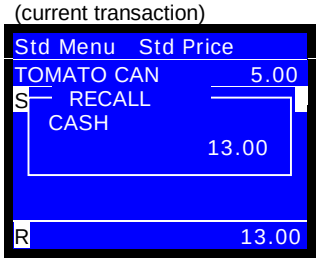
The last transaction is recalled during the current transaction

KEY ENTRY (current transaction)

TOMATO CAN
SAUSAGE

RECALL

DISPLAY (current transaction)

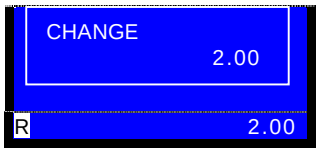


RECEIPT (last transaction)

```
SALMON STEAK      11.00
MILK               2.00
CASH     13.00
```

the last transaction's total amount is recalled

1500 CASH *

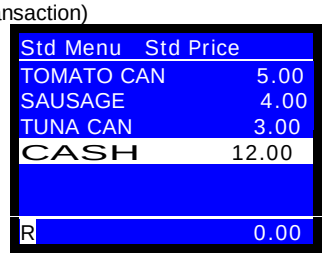


* Tendering amount input compulsory. If the automatic change is not programmed, a designated media must be pressed to calculate the change.

change amount for the last transaction is displayed

(continue the current transaction)

TUNA CAN
CASH



RECEIPT (current transaction)

```
TOMATO CAN         5.00
SAUSAGE            4.00
TUNA CAN           3.00
CASH     12.00
```

28. Simple Item Track System

The item track system allows each separate transaction to be stored temporarily and picked up for additional orders. This is often used in restaurants for customers to add desserts, coffee and drinks to their original order without having to pay separately each time.

	Simple Item Track System
# of Tracks	Standard (max.) 50 tracks are handled.
Track # Entry	Sequential 1 ~ 50 track numbers can be entered manually. Displayed/printed in brackets < Item Track > or I.TRACK# (key/symbol #111) by [SF-17.a].
Characteristics	Records detailed registration contents. Track is identified by track number 1 ~ 50. Track can be temporarily closed by **NB** (New Balance), until finally closed by a **TOTAL** key. Tax is printed each time the track is closed or it is printed only when the track is finally closed by a Media key depending on programming [SF-16.g].
# of Items per Track	Registers up to 107 items/track. (item includes tax data, transaction data)
Track # Display	Displayed/printed in brackets < Item Track > or I.TRACK# (key/symbol #111) by [SF-17.a]
Table Assignment	Not available (Track number may be used as table number.)
Clerk Track Assignment	Available by [SF-16.a]
Post-Bill	Shows the last transaction contents immediately after the track is closed by pressing **BUFFER PRINT** key. This can be used as a Check-Out Bill if Post-Bill is issued every time when the track is closed.
Subtotal Bill	Temporarily closed Track contents printed by **CHECK-OUT BILL** key. This is used to check the track contents and it can be used as a Check-Out Bill if programmed.
Check-Out Bill	Entire contents of finally closed Track printed by **CHECK-OUT BILL** key. Check-out bill can be issued as many as you wish by [SF-17.f=1]. Copy message (key/symbol #65) is printed on the second check-out bill and onward by [SF-8.g=1].
Track Transfer	Available
Item Transfer	Available by using **ITEM TRANSFER** key under "PLU not consolidated" [SF-67.h=1] condition. Multiplied PLUs entered by X2 key can not be split to be transferred.

Limitations
- Clerk interrupt system [SF-12.a] can not be used.
- Table number assignment is not available. (Table number entry is available only under Clerk interrupt system but item track is not available.)

Following contents are described in this section.
- Track Number Entry Method
- Two Clerk Track Assignment Methods
- Track Operation Sequences

<< Track Number Entry Method - Manual Track Number Entry >>

The track is assigned by manually entering sequential track number 1 ~ 50 with the depression of **TRACK #** key.

enter track #1 ~ 50 --- **TRACK #** --- new track number is assigned

After a track is finally closed by a media key, the track number can be used again.

<< Clerk Track Assignment Methods >>

a) Free Clerk Track Assignment [SF-16.a=0]
Any clerk can open, access and close any track.

b) Clerk Track Assignment in Registration [SF-16.a=1]
Any clerk may open a new track, however, subsequent entries to the track are restricted to the clerk who originally opened the track.

<< Track Operation Sequences >>

a) Opening a New Track & Closing Temporarily
< Opening a New Track >
< Closing a Track Temporarily >
< Issuing a Post-Bill and/or Subtotal Bill >

b) Picking Up a Track & Closing a Track Finally
< Picking Up a Track >
< Closing a Track Finally >
< Issuing a Check-Out Bill >

c) Item Transfer to a New Track or a Designated Track

d) Track Transfer to a New Track or a Designated Track

e) Track Balance Calculation (display only)

a) Opening a New Track & Closing Temporarily

< Opening a New Track >

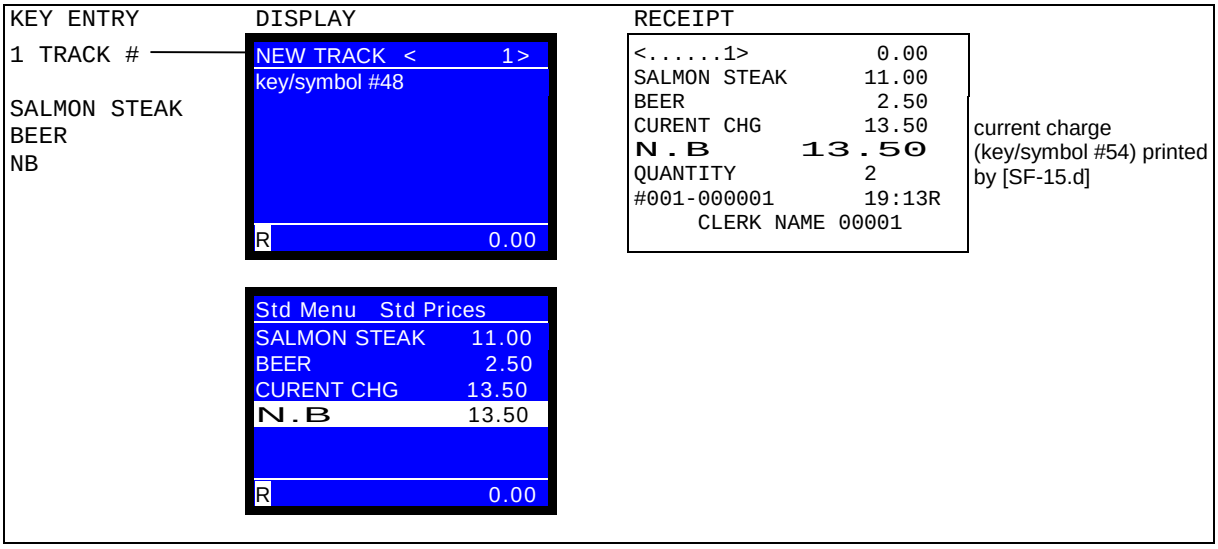
Enter a sequential track number (1 ~ 50) and press **TRACK #** key.

enter track # --- [TRACK #] --- new track number is assigned

A track number may be assigned at anytime while in a transaction.

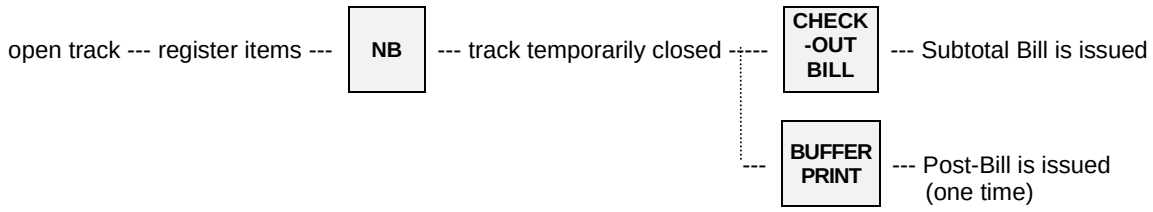
< Closing a Track Temporarily >

Enter registrations as normal and then, it can be closed temporarily through **NB** (New Balance) key.



< Issuing a Post-Bill and/or Subtotal Bill >

Immediately after a track is closed temporarily, if **CHECK-OUT BILL** key is pressed, a Subtotal Bill which shows the track contents is printed. If **BUFFER PRINT** key is pressed, a Post-Bill which shows only the last track's contents is printed.



After a Post-Bill is issued, a Subtotal Bill can be still issued by entering the track number and pressing **CHECK-OUT BILL** key.

Post-Bill (See Sample 1 on the next page.)
Post-Bill shows the last transaction's contents on a receipt in the receipt-off condition or on a slip if programmed to use.

*** Automatic Line Finder**

If a Post-Bill of the track has been issued previously, the automatic line finder advances the Post-Bill past the previously-printed area, and prints only the last transaction's contents as a continuation of the previous Post-Bill. Then, it is issued each time when the track is closed, the Post-Bill can be used as a Check-Out Bill. However, Item Track System has a Check-Out Bill function so that Post-Bill is not used as a Check-Out Bill normally.

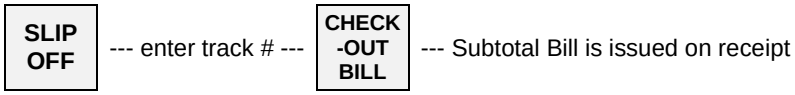
Subtotal Bill (See Sample 2 on the next page.)
Subtotal Bill shows the temporarily closed track's contents on a receipt or on a slip if programmed to use. If the slip printer is not programmed to use, an entire subtotal bill is always issued on a receipt.

*** Subtotal Bill Format --- available when the slip printer is used**

Depending on programming [SF-83.a,b], a Subtotal Bill is issued by one of two methods.
i) Always entire Subtotal Bill is printed on new slip.
ii) Additional transactions are printed as a continuation of the previous Subtotal Bill. This method is used to have a Check-Out Bill by issuing the Subtotal Bills.

*** Subtotal Bill Printed on Receipt**

Even if a slip printer is programmed to use, it is possible to print it on a receipt by **SLIP OFF** key depression. In this case, after **SLIP OFF** key depression, enter the track number and press **CHECK-OUT BILL** key.



Sample 1 Post-Bill --- available immediately after the track is closed

KEY ENTRY
BUFFER PRINT 1

POST-BILL (SLIP)

```
<.....1>
  Served by   CLERK NAME 00001

SALMON STEAK                      11.00
BEER                               2.50
                  CURENT CHG      13.50
N.B                             13.50
                          QUANTITY     2
FEB17/2003#001-000001 19:13R  CLERK NAME 00001
```

"served by, clerk name" not printed by [SF-48.b].

Current charge (key/symbol #54) printed by [SF-15.d].

If the "tax is calculated each time the track is closed by either **NB** key or a media key" is programmed by [SF-16.g], then **BUFFER PRINT 1** key prints a post-bill with VAT data, **BUFFER PRINT 2** key prints a post-bill without VAT data.

Sample 2 Subtotal Bill

Depends on programming [SF-83.a,b], it is issued one of two methods.

i) Always entire Subtotal Bill is printed on new slip --- any time can be issued [SF-83.a,b=00]

KEY ENTRY
1
CHECK-OUT BILL 1

SUBTOTAL BILL (SLIP)

```
<.....1>
  Served by   CLERK NAME 00001

SALMON STEAK                      11.00
BEER                               2.50
SBTL                            13.50
                          QUANTITY     2
FEB17/2003#001-000001 19:13R  CLERK NAME 00001
```

"served by, clerk name" not printed by [SF-48.b].

Current charge is not printed on Subtotal/Check-out bill.

- If "tax calculated temporarily and printed on subtotal bill (not for post-bill)" is programmed by [SF-16.f], temporarily calculated tax amounts are printed.
- If the "tax is calculated each time the track is closed by either **NB** key or a media key" is programmed by [SF-16.g], then **CHECK-OUT BILL 1** key prints a subtotal bill with VAT data, **CHECK-OUT BILL 2** key prints a subtotal bill without VAT data.

ii) Additional transactions are printed as a continuation of the previous Subtotal Bill [SF-83.a,b=11]

By this method, Subtotal Bill can only be issued **one time** for each transaction. If additional items are registered but a Subtotal Bill need not be issued, the contents will be stored in memory.

Track # 1 is picked up and additional items are registered.

KEY ENTRY
1 TRACK #

DISPLAY

```
<      1>
SALMON STEAK      11.00
BEER               2.50

R                 13.50
```

SALMON STEAK
BEER
NB

CHECK-OUT BILL 1

SUBTOTAL BILL (SLIP)

```
<.....1>
  Served by   CLERK NAME 00001

SALMON STEAK                      11.00
BEER                               2.50
SBTL                            13.50
                          QUANTITY     2
FEB17/2003#001-000001 19:13R  CLERK NAME 00001
<.....1>
  Served by   CLERK NAME 00001
SALMON STEAK                      11.00
BEER                               2.50
SBTL                            27.00
                          QUANTITY     4
FEB17/2003#001-000002 19:30R  CLERK NAME 00001
```

b) Picking Up a Track & Closing a Track Finally

< Picking Up a Track >

To pick up a track, enter the track number and press **TRACK #** key.

enter track # --- [TRACK #] --- previously registered items with track # is displayed

< Closing a Track Finally >

Enter registrations as normal and then, it can be closed finally through one of a **TOTAL** (media) keys.

open track --- register items --- [TTL] --- Track is finally closed
Check-Out Bill must be issued by the **CHECK-OUT BILL** key.

< Issuing a Check-Out Bill >

Depending on programming [SF-83.a,b], a Check-Out Bill is issued on a slip by one of three methods (see Samples on the next pages). However, if no Subtotal Bill has been issued, the entire Check-Out Bill is always printed, regardless of programming.

i) Always **entire Check-Out Bill** is printed on new slip. [SF-83.a,b=00]
Check-out bill can be issued as many as you wish by [SF-17.f=1]. "* COPY *" (key/symbol #65) is printed on the second check-out bill and onward by [SF-8.g=1].

ii) If only a closing operation is done since the last Subtotal Bill issue, **only the closing line is printed as a continuation of the Subtotal Bill**. If additional registrations have been done, **entire Check-Out Bill** is printed on new slip. [SF-83.a,b=01]

iii) Additional registrations are always printed as a continuation of the previous Subtotal Bill. [SF-83.a,b=11]

*** Check-Out Bill Keys**

CHECK-OUT BILL 1: Prints a check-out bill with VAT data on slip or receipt
CHECK-OUT BILL 2: Prints a check-out bill without VAT data on slip or receipt
CHECK-OUT BILL 3: (Thermal Printer Only)
Prints a check-out bill with VAT data on slip or receipt
If "without slip printer" has been set, the check-out bill on receipt will have German Declaration Form for the law of German restaurant.

*** Check-Out Bill Issue Cancellation**

If a check-out bill issue is not necessary, it can be skipped by a **BILL CANCEL** key depression. In order to stop the check-out bill issue, you can select "without check-out bill issue" [SF-16.h].

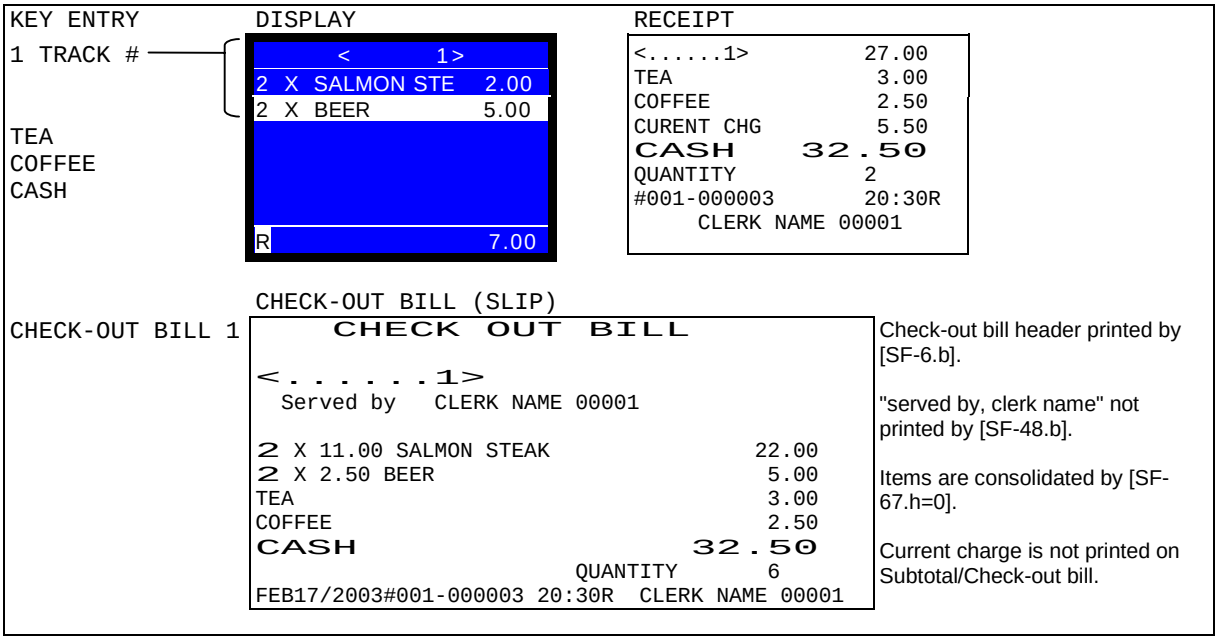
media closing --- [BILL CANCEL]

*** Check-Out Bill Printed on Receipt**

Even if a slip printer is programmed to use, it is possible to print it on a receipt by **SLIP OFF** key depression.

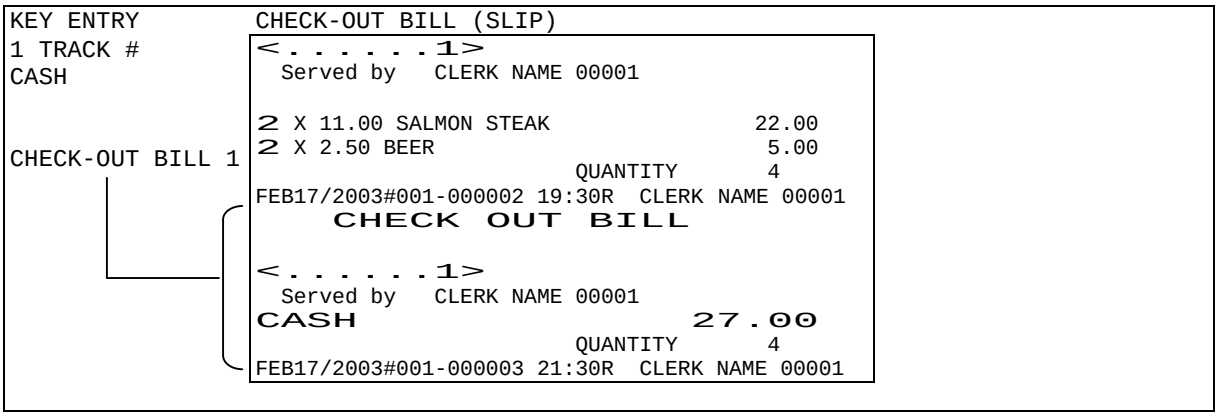
[SLIP OFF] --- [CHECK -OUT BILL] --- Check-Out Bill is issued on receipt

i) Always entire Check-Out Bill is printed on new slip. [SF-83.a,b=00]



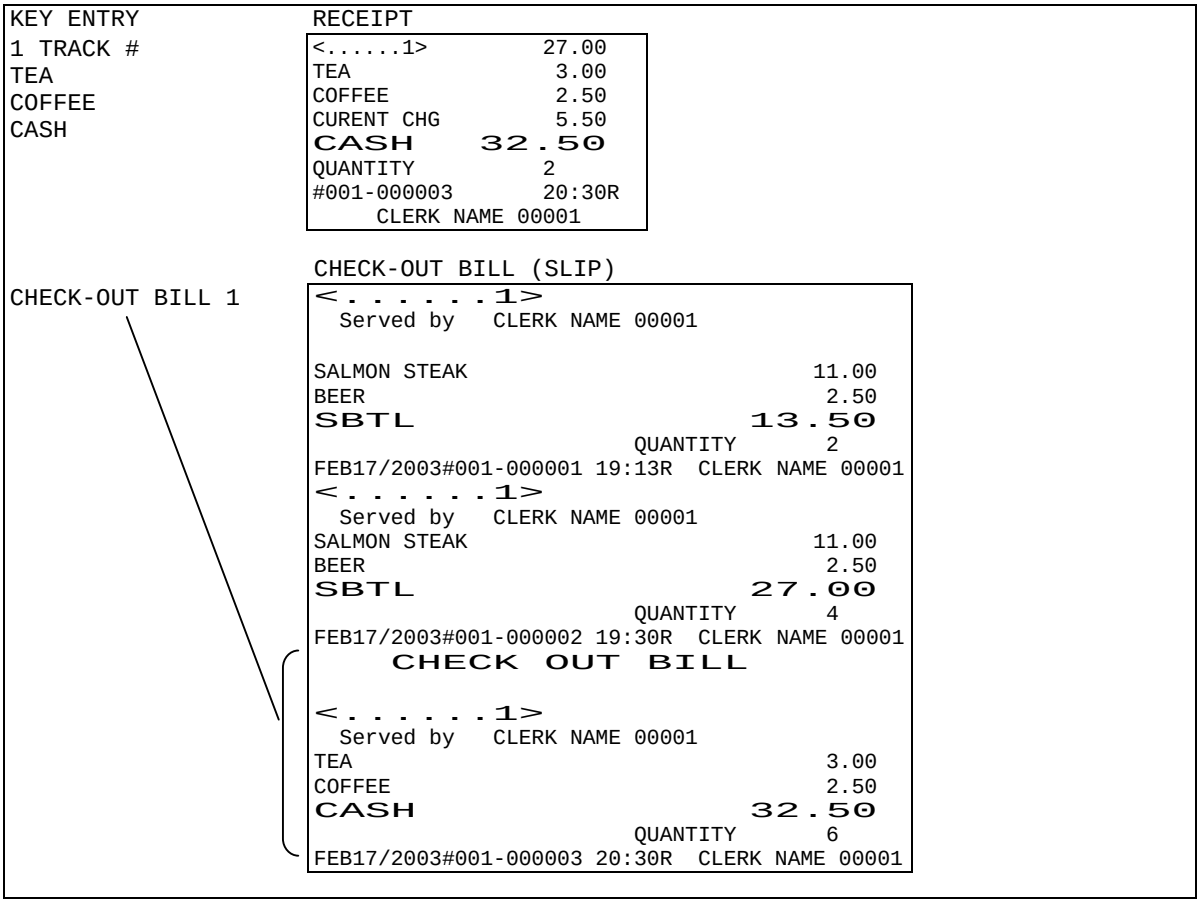
ii) When a final closing operation is done since the last Subtotal Bill issue, a closing line only is printed on the last Subtotal Bill. [SF-83.a,b=01]
If additional registrations have been done, entire Check-Out Bill is printed on new slip.

The automatic line finder advances the slip paper past the previously-printed area, and prints only the closing lines (the check-out bill header if programmed, media amount and tax data, etc.) on the bill.



If a Subtotal Bill has not been issued previously, **entire Check-Out Bill** is always issued.

iii) Additional registrations are always printed as a continuation of the previous Subtotal Bill.
[SF-83.a,b=11]



If a Subtotal Bill has not been issued previously, **entire Check-Out Bill** is always issued.

c) Item Transfer to a Designated Track

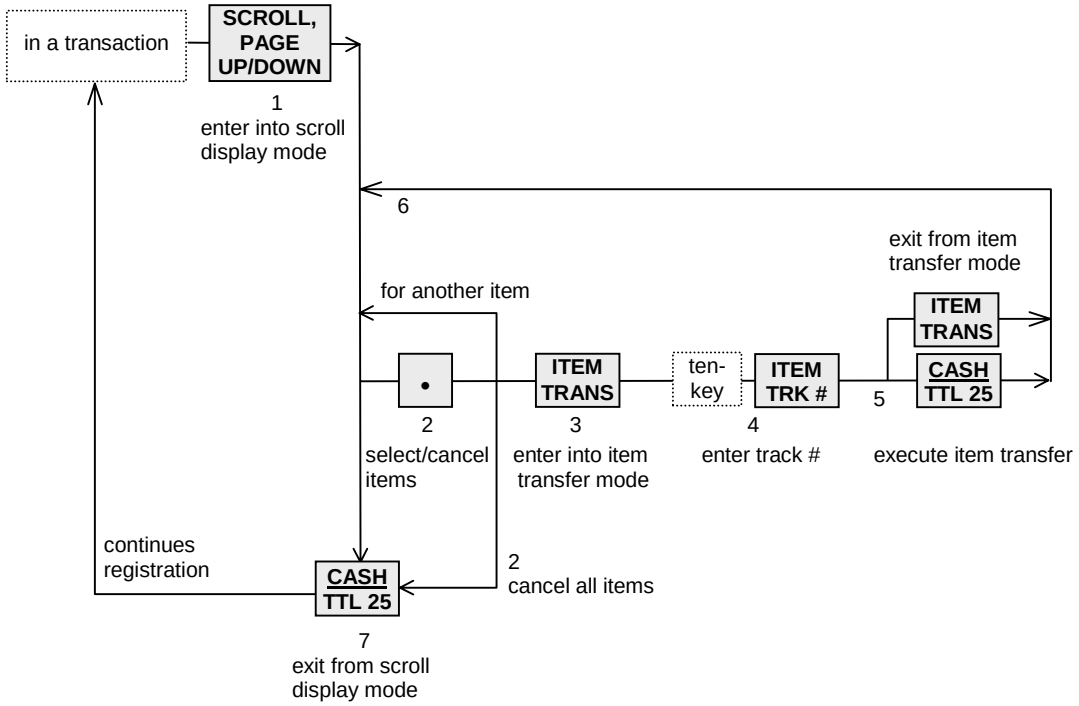
Items in a transaction or in Item Track can be transferred to a new/specified track. "PLU not consolidated" [SF-67.h=1] must have been programmed for item transfer. Multiplied PLUs entered by X2 key can not be split to be transferred.

Used Keys for Item Transfer	
SCROLL, PAGE UP/DOWN	leads you into the scroll display mode
[•]	select/cancel transfer items
ITEM TRANSFER	enter into/exit from item transfer mode
CASH/TTL 25	execute item transfer exit from the scroll display mode

< Item Transfer Sequence >

1. Enter into the scroll display mode by pressing **SCROLL, PAGE UP/DOWN** key **during a transaction**.
2. Select items that you want to transmit to other track with [•] key.
   To cancel <u>an item</u> among the selected items, press [•] key again on the item selected.
   To cancel <u>all the items</u> selected, press **CASH/TTL 25** key and exit from the scroll display mode.
3. Enter into the "Item Transfer Mode" by pressing **ITEM TRANSFER** key.
4. Enter the track number and press **ITEM TRACK #** key.
5. Press **CASH/TTL 25** key to transfer the item.
   You can exit the "Item Transfer Mode" by pressing **ITEM TRANSFER** key instead of **CASH/TTL 25** key. It does **<u>not</u>** cancel all selections for the item transfer.
6. You can repeat operations from the above step 2 to select items here. Such other scroll display functions as scroll void are available also.
7. Press **CASH/TTL 25** key again to exit the scroll display mode and continue registration.

Transferred items are memorized in the assigned track and the track is temporarily saved as New Balance.



Item transfer to a new Item Track : White Wine and Salmon Steak are transferred to Track #12.

KEY ENTRY	KEY EXPLANATION
BEER	
WHITE WINE	
SALMON STEAK	
SCROLL,PAGE UP/DOWN	(1) enters into Scroll Display Mode
[•]	(2) selects item to be transferred (SALMON STEAK)
SCROLL UP	moves cursor to the 2nd item
[•]	(3) selects item to be transferred (WHITE WINE)
ITEM TRANSFER	(4) enters into Item Transfer Mode
12 ITEM TRACK #	(5) enters Item Track # **--- must**
CASH/TTL 25	(6) executes Item Transfer
CASH/TTL 25	(7) exits from Scroll Display Mode
CASH	(8) closes the transaction by cash

RECEIPT

```
BEER                    2.50
WHITE WINE              5.00
SALMON STEAK           11.00
WHITE WINE              5.00
↑↑↑↑↑ITEM TRNS. ↑↑↑↑↑
SALMON STEAK           11.00
↑↑↑↑↑ITEM TRNS. ↑↑↑↑↑
CASH          2.50
QUANTITY               1
#001-000030           20:20R
   CLERK NAME 00001
```

(1)

```
SELECT ITEM
BEER                    2.50
WHITE WINE              5.00
SALMON STEAK           11.00

R                      18.50
```

(2)

```
SELECT ITEM
BEER                    2.50
WHITE WINE              5.00
SALMON STE  ITEM TRANS.

R                      18.50
```

(3)

```
SELECT ITEM
BEER                    2.50
WHITE WINE  ITEM TRANS.
SALMON STE  ITEM TRANS.

R                      18.50
```

(4)

```
ITEM TRANS.
BEER                    2.50
WHITE WINE  ITEM TRANS.
SALMON STE  ITEM TRANS.

R                      18.50
```

(5)

```
NEW TRACK <          12>
BEER                    2.50
WHITE WINE  ITEM TRANS.
SALMON STE  ITEM TRANS.

R                      18.50
```

(6)

```
SELECT ITEM
BEER                    2.50

R                      18.50
```

(7)

```
Std  Menu   Std Price
BEER                    2.50

R                       2.50
```

(8)

```
Std  Menu   Std Price
BEER                    2.50
CASH                    2.50

R                       0.00
```

KITCHEN PRINTER 1
AT KITCHEN

```
 ECR NO.1 --> KITCHEN
<.....12>       CLERK NAME 00001

  1  SALMON STEAK

              FEB17/2003#001-000030 20:20
```

Transferred items are printed on the kitchen printer having the assigned track numbers with the same last line as the original transaction.

KITCHEN PRINTER 2
AT BAR

```
 ECR NO.2 --> BAR
                        CLERK NAME 00001

  1  BEER

              FEB17/2003#001-000030 20:20
-------------------------------------------

 ECR NO.2 --> BAR
<.....12>       CLERK NAME 00001

  1  WHITE WINE

              FEB17/2003#001-000030 20:20
```

Transferred items are memorized in the assigned track and the track is temporarily saved as New Balance.

Multiplied PLUs can be split to be transferred. Enter number of the quantity you would like to split transfer and press **X2** and [•] keys.

Item transfer to a new Item Track (Manual Track # Method):
1 Beer transferred to Track #12.

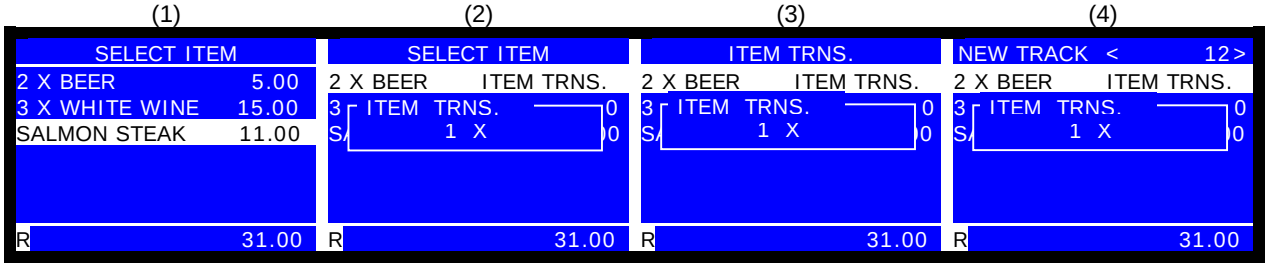
KEY ENTRY	KEY EXPLANATION
2 [X2] BEER	
3 [X2] WHITE WINE	
SALMON STEAK	
SCROLL,PAGE UP/DOWN	(1) enters into Scroll Display Mode
SCROLL UP, SCROLL UP	moves cursor to "2 X BEER"
1 [X2] [•]	(2) enters number of quantity you like to split (quantity of item transferred pops up)
ITEM TRANSFER	(3) enters into Item Transfer Mode
12 ITEM TRACK #	(4) enters Item Track #
CASH/TTL 25	(5) executes Item Transfer
ENTER (or TTL 25)	(6) exits from Scroll Display Mode
CASH	(7) closes the transaction by cash

RECEIPT

```
2 X 2.50 BEER                  2.50
3 X 5.00 WHITE WINE           15.00
SALMON STEAK                  11.00
BEER                           2.50
 ↑↑↑↑↑↑↑↑↑↑↑ ITEM TRNS.↑↑↑↑↑↑↑↑↑↑↑
CASH                          28.50
```

Receipt format differs if [SF-4.h=1].

(1)

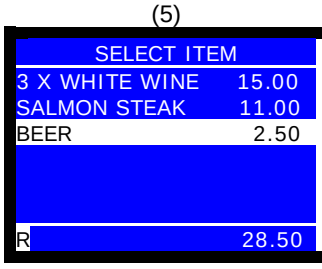


(2)

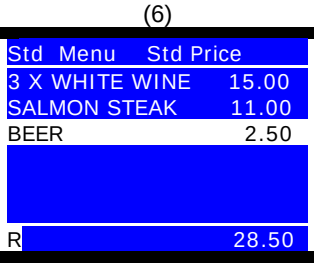
(3)

(4)

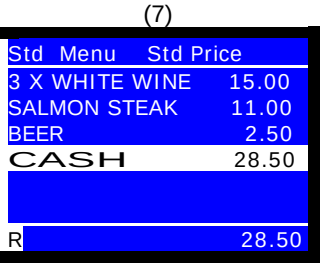
(5)



(6)



(7)



< Notes on Item Transfer >

If a PLU has been registered with the following items, all these additional entries on the PLU are also selected automatically;

- link PLU
- simple condiment PLU
- cooking message
- plus / discount amount on item
- % on item

If the following operations have been done in a transaction, the item transfer can not be done;

- plus / discount amount on subtotal
- % on subtotal
- adjustment
- manual tax entry
- tax exemption
- tendering amount entry

If "tax calculated each time on New Balance closing" [SF-16.g=1] has been set, the items in the temporarily closed track can not be transferred.

If **KP DATA SEND** key is pressed after the items are transferred to an Item Track, only the not-transferred items in the transaction are sent to the kitchen printer. The items transferred to the Item Track are sent to the kitchen printer immediately after the transaction is closed.

PLUs multiplied not by X2 key can be split for item transfer only under "PLU consolidated" [SF-67.h=0] (can not be split under "PLU not consolidated" [SF-67.h=1]).

Items transferred by split item transfer are not printed on kitchen printer in case they are already printed on kitchen printer.

d) Track Transfer to a Designated Track

Track transfer is done using **NB** key and **CASH/TTL 25** key if permitted by programming [SF-15.b].

Transfer can be canceled by pressing **CL** key at any time instead of **CASH/TTL 25** key.

When the clerk track assignment system is used by [SF-16.a], only the assigned clerk can transfer his/her own track to another track that is assigned to him/her.

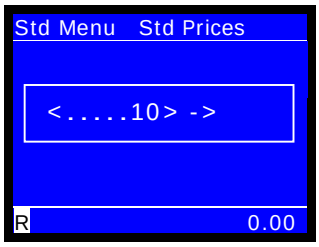
track # transferred from --- **NB** --- track # transferred to --- **NB** --- **CASH TTL25**

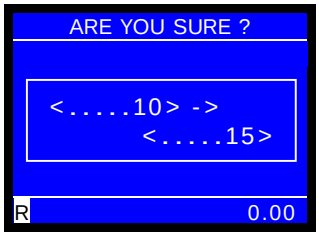
Track #10 is transferred to Track #15

KEY ENTRY

```
10 NB
15 NB
CASH/TTL 25
```

DISPLAY





CONFIRMATION RECEIPT

```
<.....10> -> <.....15>
#001-000023       09:10R
     CLERK NAME 00001
```

Track #10 will be free and Track #15 is temporarily memorized as New Balance.

e) Track Balance Calculation (display only)

< Track Balance Checking >

This function is used to check a track balance on the display.
Press **BALANCE CALCULATION** key and enter the track number as follows:

BAL. CAL. --- enter track # --- **TRACK #** --- **BAL. CAL.** --- exit from checking mode

KEY ENTRY	DISPLAY	
BALANCE CAL.	* BAL-CAL MODE *	enter into the balance calculation mode
7 TRACK #	* BAL-CAL MODE * 7 5.00	the balance of track #7
BALANCE CAL.	Set Menu Std Price R 5.00	exit from the balance calculation mode

< Track Balance Additions / Divide by Number of People >

Also, a track's subtotal can be displayed and another track's subtotal may be added with the total being displayed. It is then possible to divide by the number of people. Tracks are not consolidated.

KEY ENTRY	DISPLAY	
BALANCE CAL.	* BAL-CAL MODE *	enter into the balance calculation mode
7 TRACK #	* BAL-CAL MODE * 7 5.00	the balance of track #7
8 TRACK #	* BAL-CAL MODE * 7 5.00 8 8.00 R 13.00	the balance of track #8 total balance amount
2 [X2]	2 7 5.00 8 8.00 R 6.50	divide by number of people total balance is divided by 2 and the result 6.50 is displayed
BALANCE CAL.	Set Menu Std Price	exit from the balance calculation mode

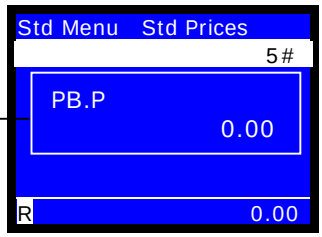
29. Previous Balance Plus (PB+) / Previous Balance Minus (PB-)

The PB+ for charge and PB- for deposit can be used in place of track operations when the track memory is full. These operations are similar to track operations in that they allow for intermittent registrations however no track numbers are used. In other words, the ECR does not retain data on individual items registered. Also, the automatic line finder on the slip printer is inoperative, however, the manual line finder can be used.

KEY ENTRY

```
5 MESSAGE
PB+
BANANA CAKE
TEA
NB
```

DISPLAY



RECEIPT

```
                    CUSTOMER
                         5#
PB.P                   0.00
BANANA CAKE            1.25
TEA                    0.80
Today chag             2.05
N.B                    2.05
QUANTITY                  2
#001-000024           15:42R
     CLERK NAME 00001
```

key/symbol #33 for MESSAGE key

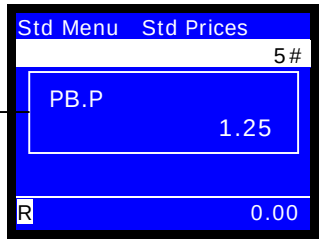
current charge printed by [SF-15.d]

`BUFFER PRINT 1` --- post-bill is printed on the slip (see below * 1)

KEY ENTRY

```
5 MESSAGE
205 PB+
ICE CREAM
CASH
```

DISPLAY



RECEIPT

```
                    CUSTOMER
                         5#
PB.P                   2.05
ICE CREAM              2.00
Today chag             2.00
CASH                   4.05
QUANTITY                  1
#001-000025           15:55R
     CLERK NAME 00001
```

The balance must be entered before pressing **PB+/PB-** keys.

< Manual Line Finder Operation >

Input the line number from where printing should start and press **BUFFER PRINT** key. The input line number should not be more than the preprogrammed maximum number of lines on the slip. Bills which are issued by the manual line finder operation do not have a slip logo.

12 lines are fed by the manual line finder operation.

KEY ENTRY

```
12
BUFFER PRINT 1 --- *2
```

POST-BILL is used as CHECK-OUT BILL

```
 1   Served by   CLERK NAME 00001
 2
 3                                    CUSTOMER
 4                                         5#
 5 PB.P                               0.00
 6 BANANA CAKE                           1.25
 7 TEA                                   0.80
 8            Today chag                 2.05
 9 N.B                                2.05
10                          QUANTITY        2
11 FEB19/2003#001-000024 15:42R  CLERK NAME 00001
12
   Served by   CLERK NAME 00001
                                     CUSTOMER
                                          5#
 PB.P                                2.05
 ICE CREAM                              2.00
             Today chag                 2.00
 CASH                                4.05
                            QUANTITY        1
 FEB19/2003#001-000025 15:55R  CLERK NAME 00001
```

*1 logo is printed by [SF-83.d]

*2 logo is not printed

30. Ticket System

If the ECR is programmed for the ticket system [SF-1.b], all items will be ticket items. When items are registered, tickets are issued depending on one of three ticket issue types (real-time, after closing, mixed ticket) by [SF-3.g,h]. Then, when the transaction is closed, a post-receipt is issued by [SF-2.b].

A PLU can be programmed to either of following two types by [PF-3.f];

Ticket Item	1 to 7 tickets can be issued for an item independently by flag selection [PF-3.b,c,d].
Combined Item	Items are printed on one ticket.

There are following ticket issue types to be selected by [SF-3.g,h];

Real-Time Ticket	- Ticket items are printed in real-time and one combined ticket is printed after transaction closing. - Multiple ticket can be issued by **X1** key. (available for real-time ticket only)
After Closing Ticket	One ticket is issued containing all ticket items in real-time, then remaining number of tickets and one combined ticket are issued after transaction closing.
Mixed Ticket	Two kinds of combined ticket are printed.

Ticket Print Contents

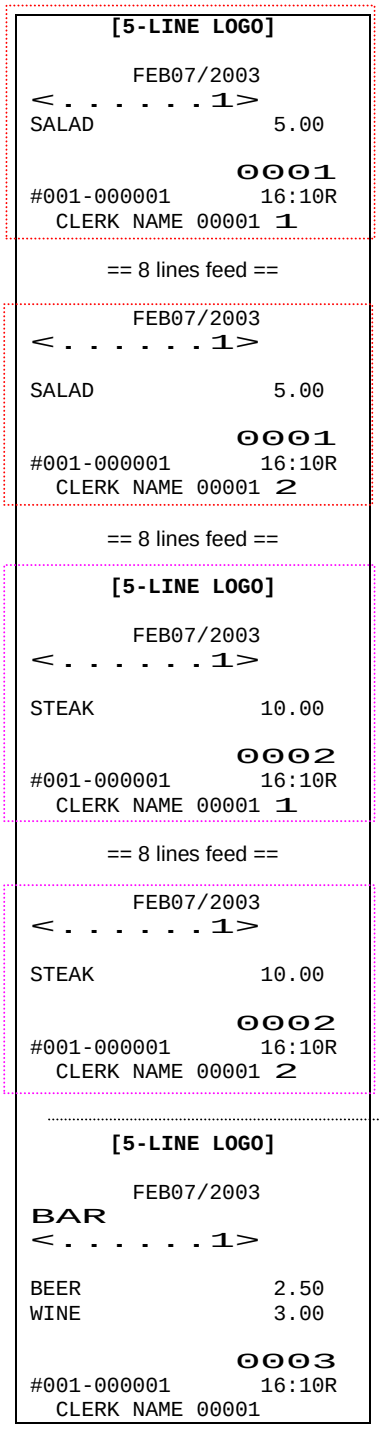
Ticket header 1	printed on the first combined ticket of "after closing ticket" or "mixed ticket" by [SF-3.f]
Ticket header 2	printed on a combined ticket which is printed after closing transaction by [SF-3.f]
Consecutive ticket #	printed in double-width by [SF-2.a], centered by [SF-4.b]
Ticket number per item	separate from the consecutive ticket number is printed to distinguish 2 to 7 tickets for an item
Track number	printed in brackets < Item Track > or I.TRACK# (key/symbol #111) printed by [SF-17.a=1]
Table number	Clerk Interrupt System Only [SF-12.a=1] printed in brackets * Table # * or TABLE# (key/symbol #112) printed by [SF-17.a=1]

Paper Cutting Method

Dot Matrix Printer: There is no cut between tickets. 8 lines feed between tickets.
Thermal Printer: This is fixed to a full cut between tickets.

a) Real-Time Ticket Sample

Ticket items printed in real-time for programmed number of tickets.



REAL-TIME TICKET

Logo is not printed [SF-2.d=1] (thermal printer only)

< track number >

consecutive ticket number (printed by [SF-2.a], centered if [SF-4.b])

ticket number per item

full cut for thermal printer

no logo printed on the 2nd ticket

same consecutive ticket number is printed for 1st & 2nd tickets of two-ticket item

ticket number per item

full cut for thermal printer

Logo is not printed [SF-2.d=1] (thermal printer only)

COMBINED TICKET

printed after closing

ticket header 2 (printed by [SF-3.f])

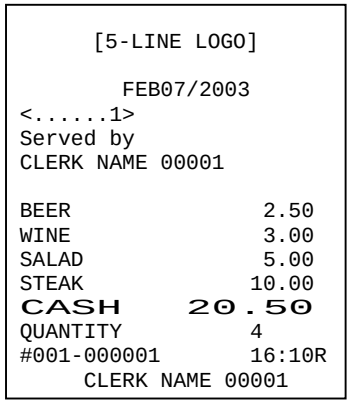
For example,

1) After a customer orders at a table, the clerk enters the order into ECR.

2) The clerk brings the item tickets for food to the kitchen and the combined ticket for drink to the bar.

3) When the orders are prepared, the cook puts the 1st ticket in the "completed order box" and the 2nd ticket with the dish. Then the clerk carries them with the tickets to the customer's table. The tickets are used for the clerk's confirmation, for internal management, etc.

POST-RECEIPT

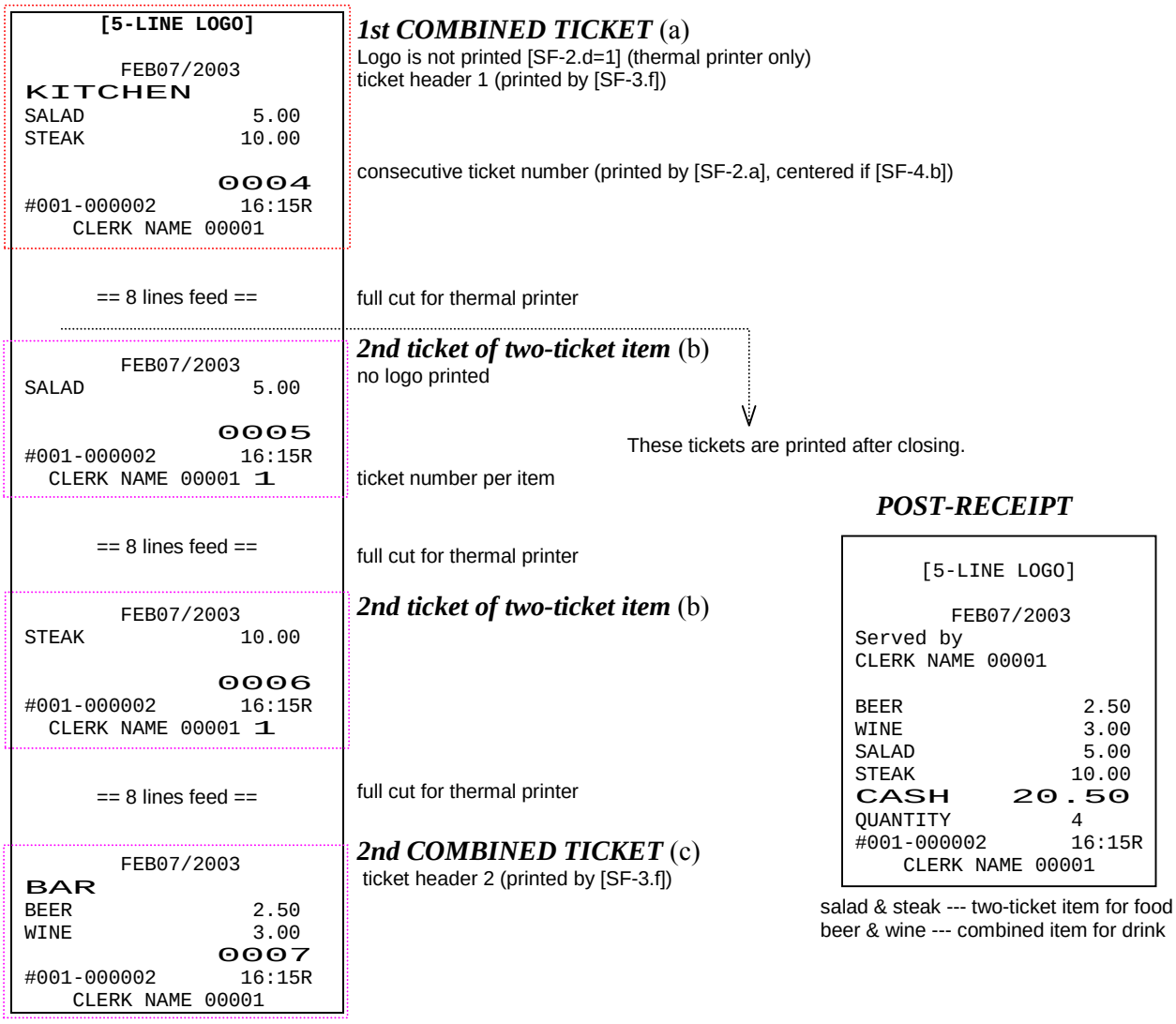


salad & steak --- two-ticket item for food
beer & wine --- combined item for drink

Receipt consecutive #s are not printed on the tickets under clerk interrupt system.
5-line logo is not printed on real-time ticket if [SF-2.d=1].

b) After Closing Ticket Sample

All ticket items are printed on the first combined ticket in real-time (a), then the remaining number of tickets (b) and original combined ticket items are printed on the second combined ticket (c).



Receipt consecutive #s are not printed on the tickets under clerk interrupt system.

For example,

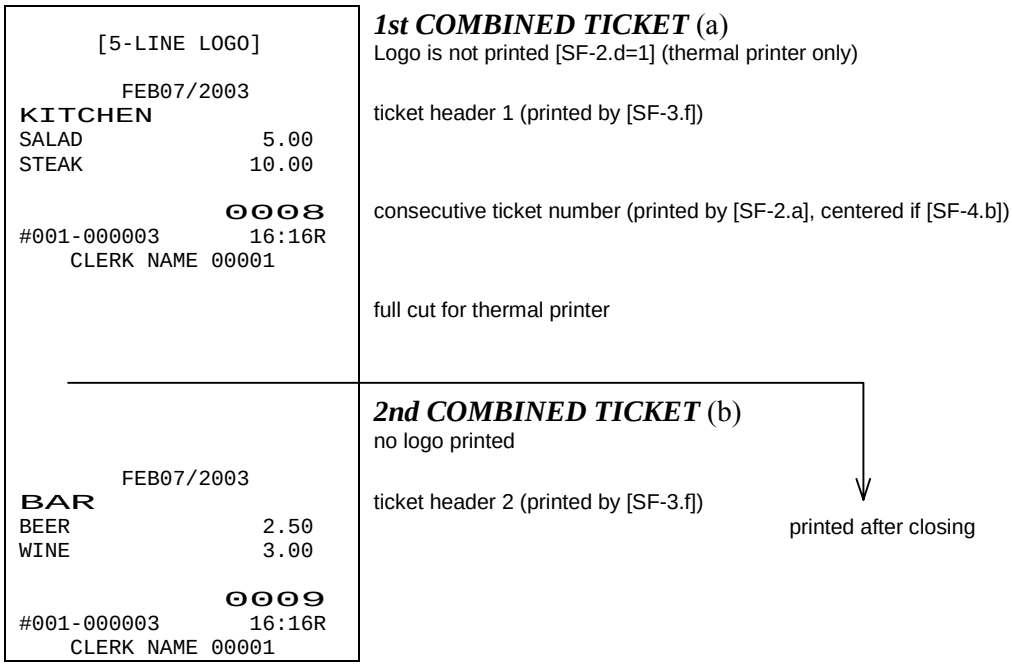
1) The clerk brings the 1st combined ticket and 2nd item tickets for food to the kitchen and the 2nd combined ticket for drinks to the bar.

2) When the orders are prepared, the cook puts the 2nd ticket with the dish and crosses the item out on the 1st combined ticket. Then the clerk carries the dish with the ticket to the customer's table.

3) When all dishes are prepared, the 1st combined ticket goes into the "completed order box".

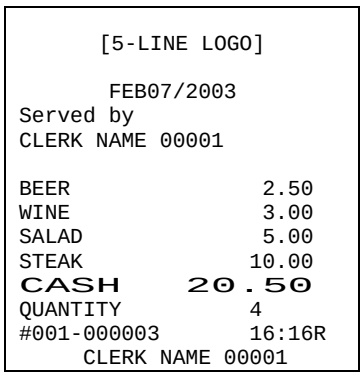
c) Mixed Ticket Sample (two kinds of combined ticket)

The number of tickets programmed for ticket item is ignored and ticket items are printed on the first combined ticket (a). Original combined ticket items are printed on the second combined ticket (b) after a transaction closing.



Receipt consecutive #s are not printed on the tickets under clerk interrupt system.

POST-RECIEPT



salad & steak --- two-ticket item for food (Two-ticket item settings are disregarded.)
beer & wine --- combined item for drink

d) Multiple Ticket Sample

The multiple ticket is issued by entering the number of tickets and pressing **X1** key. This function is operative only when **real-time ticket issue** and **ticket PLU** have been selected. The number of tickets programmed will be ignored.

OPERATION

enter number of tickets --- **X1** --- enter ticket PLU

```
      [5-LINE LOGO]

        FEB07/2003
ADMISSION          5.00

                 0010
#001-000004       16:17R
    CLERK NAME 00001
```

Logo is not printed [SF-2.d=1] (thermal printer only)

consecutive ticket number (printed by [SF-2.a], centered if [SF-4.b])

full cut for thermal printer

```
      [5-LINE LOGO]

        FEB07/2003
ADMISSION          5.00

                 0011
#001-000004       16:17R
     CLERK NAME 00001
```

Logo is not printed [SF-2.d=1] (thermal printer only)

full cut for thermal printer

```
      [5-LINE LOGO]

        FEB07/2003
ADMISSION          5.00

                 0012
#001-000004       16:17R
    CLERK NAME 00001
```

Logo is not printed [SF-2.d=1] (thermal printer only)

Receipt consecutive #s are not printed on the tickets under clerk interrupt system.

POST-RECEIPT

```
      [5-LINE LOGO]

        FEB07/2003
Served by
CLERK NAME 00001

3 X 5.00
ADMISSION         15.00
CASH     15.00
QUANTITY          3
#001-000004       16:17R
    CLERK NAME 00001
```

e) Other Notes for Ticket

Ticket printed in vertical double-width [SF-3.e] for thermal printer model.

TICKET OFF key

If **TICKET OFF** key is pressed at the beginning of a transaction, the following registered ticket items will become a normal registration for one transaction.

PLU with link PLU, Simple condiment PLU

Link PLU/Simple condiment PLU is printed on the same ticket of the main PLU. The ticket setting for the link PLU/Simple condiment PLU belongs to the main PLU.

Track #/Table # in simple item track system

Track/Table # should be entered at the beginning of a transaction to print it on the ticket.

	on ticket
< item track # > key/symbol #111 [SF-17.a]	printed in double-width character and left justified
*** table # *** key/symbol #112 [SF-17.a] available in Clerk Interrupt System only	printed in normal size or double-width [SF-7.c]

Automatic post-receipt after ticket issue

- The automatic post-receipt is issued or is not issued after ticket issue by [SF-2.b].
- In the receipt-off condition, the post-receipt is issued by **BUFFER PRINT** key.
- In the receipt-off condition, if the "automatic slip print" [SF-83.g] has been selected and a paper has been inserted, the post-receipt is issued automatically on a slip.
- "Automatic receipt of track" can be programmed by [SF-1.a]. So if you would like to prohibit only receipt issue after ticket issue for a track, set [SF-1.a=1] and [SF-2.b=0].

Ticket printed on kitchen printer --- this function is independent from the ticket system.

Separately from ticket printing on the receipt, if "ticket printed on KP" is programmed by [SF-112.c], the number of tickets programmed by [PF-3.b~d] are printed on the kitchen printer in KP format.

If the ticket system [SF-1.b] is also programmed, tickets are printed on KP and receipt. By PLU programming [PF-5.g,h], you can control whether or not to print certain ticket items on KP/receipt printer.

Ticket can be printed on internal KP (ticket in KP format printed on receipt printer) if [SF-106.a~h=1]. For thermal printer, set [SF-112.e=1] without upper logo for ticket printed on internal KP.

Notes.

- Normal KP function is **not** available.
- "Ticket printed on KP" [SF-112.c] function never has an automatic receipt after KP ticket issue but it always has a receipt at real-time. So if you wish to prohibit a real-time receipt issue when "ticket printed on KP" function is used, set the following flags:
  [SF-1.b=1] Ticket System
  [SF-2.b=1] Automatic receipt prohibited after ticket issue
  [SF-112.c=1] Ticket printed on KP
  [PF-5.g=1] This ticket item is printed on KP
- If you wish to prohibit a real-time receipt issue for a track only when "ticket printed on KP" function is used, set [SF-2.b] to 0 and set [SF-1.a] to 1.
- Tickets on KP do not have ticket headers, consecutive ticket number and ticket number per item.
- Simple Condiment PLU is printed in double-hight/width characters with main PLU on KP.
- Link PLU is printed with a link PLU symbol with a main PLU, like on the receipt.
- Multiple ticket entry by **X1** key is not available.
- For thermal printer: Upper logo printed or not printed on internal KP is available by [SF-112.e].

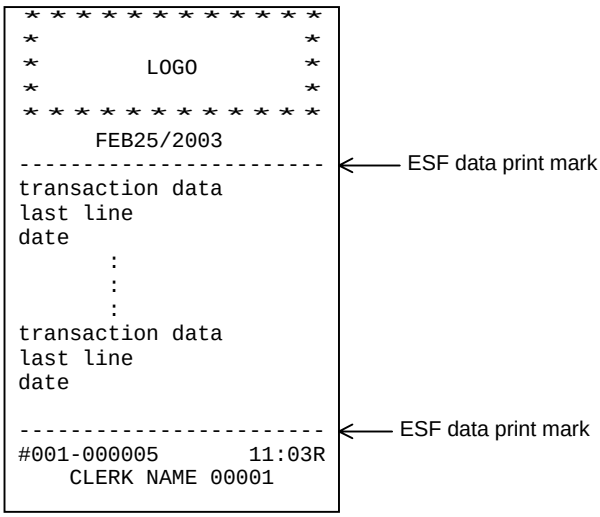
31. ESF Data Print (optional memory board required)

All registrations performed in the **R position** only are recorded in the ESF memory on the optional memory board if "ESF function available" [SF-78.a] has been programmed. The recorded data can be printed in the R position or the X position by **ESF PRINT** key on receipt by entering the print numbers below:

PRINT #	ESF data print contents
no number	last 5 transactions
1	last "n" transactions (n = 1 ~ 99)
2	transactions selected by "zone" (date, time, date & time)
3	transactions selected by "consecutive receipt numbers"
4	transactions of "minus operations" (transactions include minus amount or minus PLU quantity are printed)
5	transactions of "void & refund" including scroll void, transaction void
6	transactions of "correction"
10	transactions selected by "clerk"
99	all ESF data **(X position only)**

Before printing ESF data, you can check how many records in the ESF memory have been used by taking **X-79** ESF status report. One record is printed approximately in one line. Please be sure that you are not taking **Z-79** report that will erase the ESF memory contents.
If programmed, Z-79 ESF status report is printed with all ESF data.

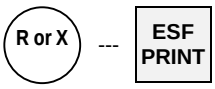
ESF Data Print
(not printed on journal)



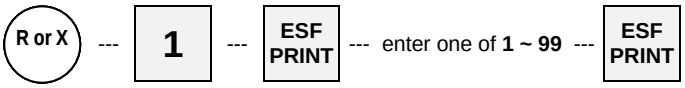
The consecutive # is always printed in normal character.
Consecutive #s of the transaction data in ESF data print are printed in double-width character by [SF-7.b=1].

ESF Data Print Sequences

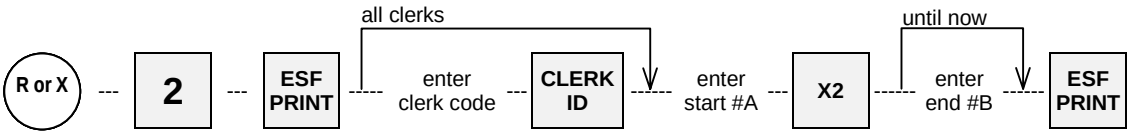
Last 5 transactions (no PRINT #)



PRINT #1: Last "n" transactions



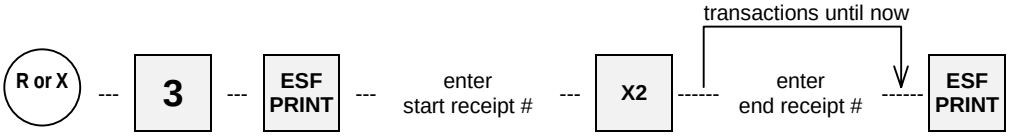
PRINT #2: Transactions selected by "zone" (date, time, date & time)



< start #A > enter “date” or “date & time” or “time only (for today’s transactions)”
< end #B > enter “date” or “date & time” or “time only (for transactions between start date (& time) and the today’s)

Format of Date & Time
Check date printed on a receipt for the date format.
date --- mmddyyyy or ddmmyyyy
date & time --- mmddyyyyhhmm or ddmmyyyyhhmm
time --- hhmm

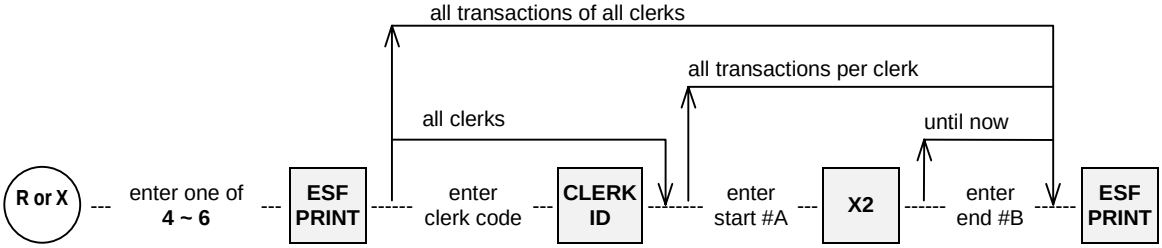
PRINT #3: Transactions selected by "consecutive receipt numbers"



PRINT #4: Transactions of "minus operations"

PRINT #5: Transactions of "void & refund"

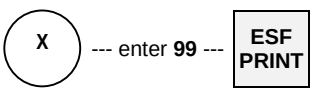
PRINT #6: Transactions of "correction"



See above PRINT #2 for "start #A", "end #B", date and time formats.

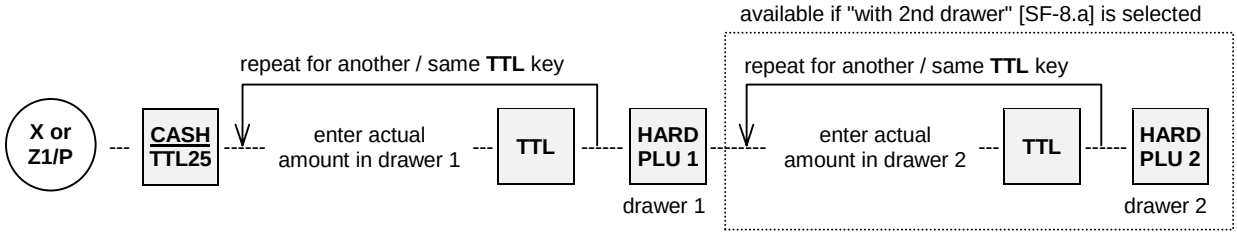
PRINT #10: Transactions selected by "clerk"

PRINT #99: All transactions (X position only)



32. Cash Declaration

At the end of the day, confirm the cash in drawer amount using 'cash declaration'. A cash declaration receipt shows any discrepancies between the amount of cash that is supposed to be in the drawer and what is actually there is issued.



Even if the Cash Declaration is done at the Z1/P position, the CID amount is **not** reset. It will be reset by Z-08 CID report.

KEY ENTRY
CASH/TTL 25
3000 CASH
H.PLU 1

RECEIPT

CASH	30.00	actual amount in drawer 1
TOTAL	30.00	
CID	30.00	amount in CID 1 memory
	0.00	difference

Media multiplication is available for PRESET TENDER keys.

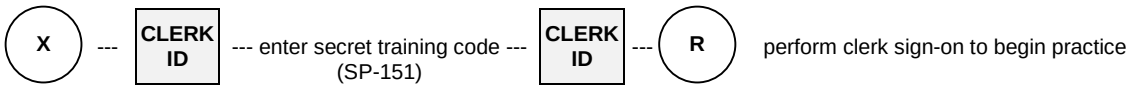
VII. TRAINING

Training mode is used for teaching ECR operations without affecting the memories of normal transactions, tracks and programming. In the training mode, reports can not be issued and ECRs can not initiate communication with other machines. However, except during a transaction, the memory of an ECR in the training mode can still be accessed by other ECRs in the IRC system.

Entering the training mode

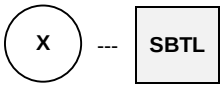
"TRAINING" message is displayed once and "T" is indicated at left below on the front display and the REG lamp on the rear display flashes continuously during the training.

Entering the training mode automatically signs off the currently signed-on clerk. Perform clerk sign-on to begin training.



Exiting the training mode

Exiting the training mode automatically signs off the currently signed-on clerk.



KEY ENTRY

(Entering training mode)
< X >
CLERK ID
training code
CLERK ID

DISPLAY

TRAINING
REPORT
IRC REPORT
FLASH IRC REPORT
IRC STATUS CHECK
TIME & DATE
X

< R >
CLERK 1
STEAK
BEER
CASH

Std Menu Std Price
STEAK 15.00
BEER 2.50
CASH 17.50
T 0.00

RECEIPT

```
******  TRAINING *******
STEAK               15.00
BEER                 2.50
CASH      17.50
QUANTITY             2
******  TRAINING *******
#001-000500       13:13R
     CLERK NAME 00001
```

training message

training message

SLIP

```
*****      TRAINING     ****
  Served by   CLERK NAME 00001

STEAK                          15.00
BEER                            2.50
CASH                      17.50
                    QUANTITY      2
*****      TRAINING     ****
FEB17/2003#001-000500 13:13R  CLERK NAME 00001
```

training message

training message

Notes for the training mode

- A programmable training message is printed on the journal, receipts, validations and slips.

VALIDATION

```
******   TRAINING  ****** 13:13 CASH          17.50
```

- The consecutive number is not incremented.
- The training mode has its own track memory separate from the regular track memory. The memory is erased when exiting the training mode.
- Training count, amount and training grand total (GX) are printed on the transaction reports (01 ~ 04). Training grand total, GX, is printed after grand totals G1 and G2. GX includes the amounts of all transactions done in the training mode, and is not resettable.

FULL TRANSACTION REPORT

```
X-03
2   T-AMT
                  16.87
NSALE                3
PERSN                3
TRCNT               11
TIP               8.00
CID             140.03
  2    N.B
                  12.25
  1    PB.P
                   5.76
Net-charge         6.45
G1:00000000000000183.37
G2:00000000000000183.37
GX:00000000000000016.87
          X-0007
#001-000154       19:20X
     CLERK NAME 00001
```

training count, amount

grand total 1
grand total 2
training grand total

VIII. PRINT CONTENTS

1. Journal Print Contents

Either the normal journal contents or selective journal contents can be printed by programming [SF-6.c]. Also, if programmed by [SF-6], the messages for power-off/-on times, initial reset times and cleared figures (with * symbols) can be printed on the journal. For the thermal printer model, there is journal saving format by [SF-3.d].

Normal Journal Contents	exactly the same way as the receipt contents are printed and logo is printed by [SF-2.g,h]
Selective Journal Contents	only the tax line and media closing lines are printed by [SF-6.c]

2. Receipt / Slip Print Contents

Besides the transaction items, the following items are printed on the receipt and slip. However, even though the contents are equal, the format varies for the slip.

- 5-line receipt upper logo [SF-6.e], graphic/stamp logo [SF-10.d], both graphic and text logos [SF-48.a] for thermal printer, 5-line slip upper logo [SF-83.d]
- date [SF-7.e,f]
  English month name: mmmdd/yyyy or ddmmm/yyyy, Numeric month name: mm/dd/yyyy or dd/mm/yyyy
- message (if entered)
- PLU descriptor, PLU price
- PLU supplementary message (printed above a PLU descriptor)
- cooking message (printed under a PLU descriptor)
- PLU code (printed by [SF-68.h], thermal: double-width character by [SF-7.a])
- PLU link group-A descriptor [SF-68.e]
- amount due (normal or double-width character by [SF-7.d], thermal: vertical double-width by [SF-3.c])
- tax data [SF-22]
- item quantity [SF-6.d]
- number of people (if entered)
- last line: 3-digit machine #, 6-digit consecutive receipt # (normal/double-width character [SF-7.b]), 2-digit clerk symbol by [SF-11.a], time [SF-7.h for receipt/journal, SF-83.c for slip], control mode & clerk name
- 5-line receipt lower logo [SF-10.e], 5-line slip lower logo [SF-86.d] (not available for TP-620)

3. Post-Receipt

When the ECR is in the receipt-off condition and the ECR is **not** programmed for use with a slip printer, the last transaction's data can be printed by pressing **BUFFER PRINT** key after closing the transaction. If the ECR is programmed for use with a slip printer, the post-receipt is printed on the slip.

Addition to Post-Receipt, Second Receipt is printed by **BUFFER PRINT** key if permitted by programming [SF-1.d] and when the ECR is **not** programmed for use with a slip printer.

PROGRAMMED AS	RECEIPT-ON	RECEIPT-OFF
Second Receipt permitted	1 receipt + 1 second receipt by **BP** key *	1st post-receipt by **BP** key 2nd post-receipt by **BP** key *
Second Receipt prohibited	1 receipt + no second receipt	1 post-receipt by **BP** key

* Second receipt message is printed by [SF-8.g] under the date.

```
      FEB19/2003
  *    COPY     *
Served by
CLERK NAME 00001

PLU-NAME 00001     1.00
```

second receipt message

IX. REPORTS

REPORT SEQUENCE

Control Key Position

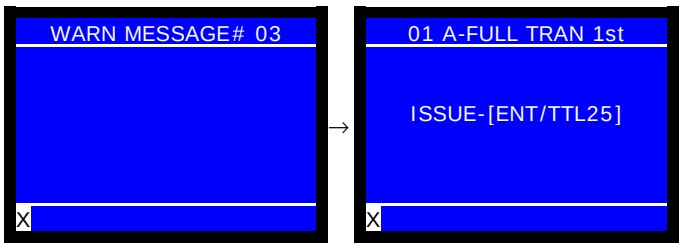
Set the control key to **X, Z1 or Z2 position** and use the report sequence below;

- 1st level for daily report: X (read only) position or Z1 (reset) position
- 2nd level for periodic report: X (read only) position or Z2 (reset) position

For Z report issue and report format, there are some programming restrictions. Refer to system function flags [SF-26~29] and the clerk security function flags.

Conventional Sequence (Direct Number Entry Method)

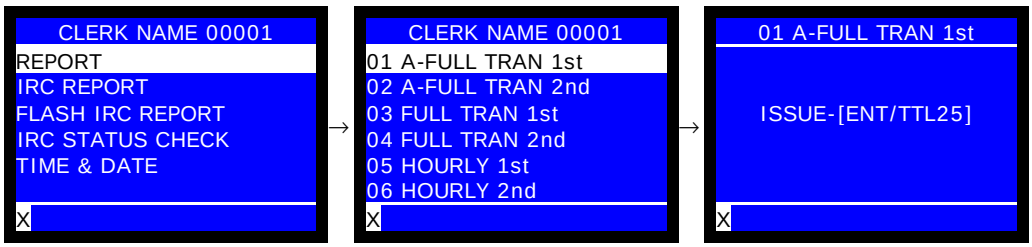
If you are familiar with the conventional report sequences which have been used by the conventional series, this method is much faster than "Report Selection Method" to enter into the report sequence.



1. Turn the control key to X position.
2. Enter the report number, for example "1" for X-01 AUTO FULL TRANSACTION - 1st level report.
3. Press **X2** key.
4. Press **ENTER** or **TTL 25** to issue the report.

Sequence with Usability of LCD Display (Report Selection Method)

In addition to the conventional sequence of the conventional series, now user friendly sequence is possible with usability of LCD display as follows:



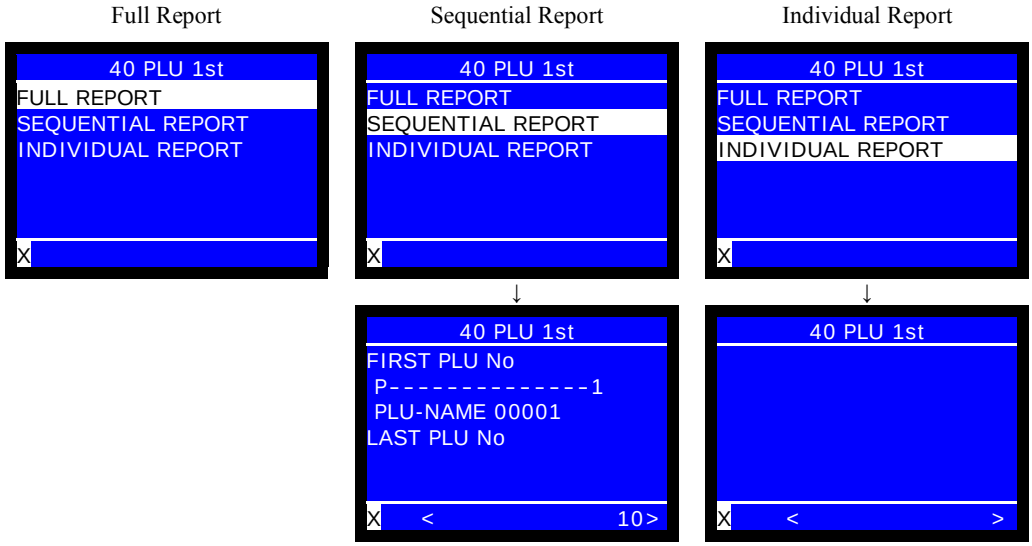
1. Turn the control key to X position.
2. Enter the clerk ID and press **CLERK ID** key.
3. Select REPORT and press **ENTER** key.
4. Select the report from the list by **ENTER** key.
   If you know the report number, enter the report number and press **X2** key.
5. Press **ENTER** or **TTL 25** to issue the report.

Report Sequence

Full Report <X or Z>--(report #)--[X2]--[ENTER/TTL 25] or {select from the list}--[ENTER/TTL 25] or {select FULL REPORT and press [ENTER/TTL 25]}
Individual Report <X or Z>--(report #)--[X2]--(*required #)--[•]--[TTL 25] or {select from the list}--{select INDIVIDUAL REPORT}--(*required #)--[• /ENTER]--[TTL 25]
Sequential Report <X or Z>--(report #)--[X2]--(*start #)--[X2]--(*end #)--[ENTER/TTL 25] or {select from the list}--{select SEQUENTIAL REPORT}--(*start #)--[X2]--(*end #)--[ENTER/TTL 25]
X/Z-78 Customer Bill Sequential Report (Optional memory board required) <X or Z>--(78)--[X2]--(*start #)--[*see table below]--(*end #)--[ENTER/TTL 25] or {select from the list}--{select SEQUENTIAL REPORT}--(*start #)--[*]--(*end #)--[ENTER/TTL 25]

*** required #, start/end #**

Clerk report	Enter the sequential clerk number (not 4-digit clerk code) for clerk reports.
Group report	Enter the group number.
PLU report	HARD PLU key and Scanner can be used to enter PLU code. Before entering PLU code, MENU SHIFT/PLU MODIFIER keys can be pressed if required.
Track report	Enter the track number.
Customer bill report (#78)	(78)-[X2]--(start track #)--**[TRACK #]**--(end track #)--[ENTER/TTL 25] (78)-[X2]--(start date or date & time or time)--**[X2]**--(start date or date & time or time)--[ENTER/TTL25] date: mmddyy or ddmmyyyy [SF-7.f] Check date format on the front display. date & time: mmddyyyyhhmm or ddmmyyyyhhmm time: hhmm If you specify time only, it is considered as today's time.
Function program dump report (#85)	Refer to the table shown on page 101.



TRANSACTION REPORT	REPORT #		REPORT SEQUENCE		
	1st level (X / Z1)	2nd level (X / Z2)	Full	Individual	Sequential
Auto Full Transaction	1	2	o		
Full Transaction (**X position** only)	X-3	X-4	o		
Hourly	5	6	o		
Grand Total 1	---	7	o		
Cash In Drawer	8	---	o		
EFT Terminal Data Transfer & Reset (**Z position** only) See note below.	Z1-9	---	o		
Clerk	10	11	o	o	
Specified 20 PLUs / Group-A Sales per Clerk [SF-12.c]	---	12	o	o	
Time & Attendance *	19	---	o	o	
Main Group-A	20	21	o		
Group-A per Main Group-A	22	23	o	o	
Group-A	25	26	o	o	
Group-A Stock	---	27	o		
Group-B	30	31	o	o	
PLU	40	41	o	o	o
PLU Stock	---	42	o	o	o
Non-Active PLU (**X position** only)	X-43	X-44	o		
Menu 1 PLU (**X position** only)	X-50	X-51	o		
Menu 2 PLU (**X position** only)	X-52	X-53	o		
Menu 3 PLU (**X position** only)	X-54	X-55	o		
Group-A PLU	56	57	o	o	
Group-B PLU	58	59	o	o	
Item Track Total (**X position** only)	X-60	---	o	o	o
Item Track (set [SF-29.a] for Z report)	62	---	o	o	
Clerk Item Track (**X position** only)	X-64	---	o	o	
Clerk Balance	70	---	o	o	
Customer Bill [SF-78.h=1] *	78	---	o		o
ESF Status (issued only when [SF-78.a=1], [d=1] for Z79, ESF data printed if [c=1]) * ESF data printed by ESF PRINT key.	79	---	o		

* optional memory board required

Note for Z1-9 EFT Terminal Data Transfer & Reset Report

By issuing Z1-9 report, the data in the EFT terminal is transferred to the host terminal and the data is cleared. This report is not available when Celectronic terminal is used by [SF-66.f~h].

Set the control key to **X position** for all program dumps except for clerk dump.

PROGRAM DUMP	REPORT #	REPORT SEQUENCE		
		Full	Individual	Sequential
Full Program	80	o		
Main Group-A	81	o		
Group-A	82	o		
Group-B	83	o		
Key Layout	84	o		
Function	85	o	o (see table below)	
Key & Symbol Name	86	o		
Tax	87	o		
PLU	88	o		o
Clerk (**Z2 position**)	Z2-89	o		
Menu Layout	90	o		
Hard Clerk Key	94	o		
Clerk PLU / Group-A Assignment	95	o		
Communication Setting	99	o		

Required # for Individual Function Program Dump (X-85)

#	Report Contents
1	system function flag
2	media currency symbol, media name, foreign currency exchange rate, media function flag, preset tender key amount
3	number of programmed PLUs, PLU modifier value
4	terminal address
5	slip printer ID number
10	clerk name
20	% rate
21	discount amount
22	plus amount
23	adjustment rate
24	cheque-cashing/currency exchange rate, Euro currency exchange rate
25	PLU sales commission rate
26	PLU stock rate, stock unit name
27	tare weight 1 ~ 99
40	arrangement key sequence
41	cheque printing data

IRC REPORT SEQUENCE

Collecting Transaction Data from Slaves

There are two kinds of IRC reports issued by the master ECR:
One is a **consolidated report** for all ECR's sales data and
the other is an **individual report**, by designating the slave ECR by using the sequence below;

Set the control key to **X, Z1 or Z2 position**.
- 1st level for daily report : X (read only) position or Z1 (reset) position
- 2nd level for periodic report : X (read only) position or Z2 (reset) position

Consolidated (all ECRs) Report

<X or Z>--(report #)--[X2]--[ENTER/TTL 25] or {select ALL ECRs from the list}--[ENTER/TTL 25]

Individual (per ECR) Report

<X or Z>--(report #)--[X2]--(slave ECR machine #)--[ENTER/TTL 25]

or {select from the list}--{select slave ECR from the list}--[ENTER/TTL 25]

Single Clerk Report X-8610/8611, Single Clerk Track Report X-8664

Consolidated (all ECRs) Report

< X >--{(report #)--[X2] or select from the list}--{(sequential clerk #)--[•] or select from the list}--[ENTER/TTL 25]

Individual (per ECR) Report

< X >--{(report #)--[X2] or select from the list}--{(sequential clerk #)--[•] or select from the list}--{(slave ECR machine #) or select from the list}--[ENTER/TTL 25]

The master ECR can collect the slave ECR's sales data only when the slave ECR is in an idle condition (no other communication, no transaction). When the slave ECR is transmitting sales data to the master, the display shows "`--- IRC COMM ---`" and ECR locks until IRC communication stops.

The following IRC reports are printed on the master and slave ECRs respectively.
'IRC Z report printed or not printed' [SF-29.b] can be programmed also.

		Master prints	Slave prints
Consolidated X-report		a consolidated report	a confirmation report on journal only
Individual X-report		a designated slave's report	a confirmation report on journal only
Consolidated Z-report	printed [b=0]	own report and a consolidated report with IRC status	own report
	not printed [b=1]	own confirmation report and a consolidated report with IRC status	a confirmation report on journal only
Individual Z-report	printed [b=0]	a designated slave's report with IRC status	own report
	not printed [b=1]	a designated slave's report with IRC status	a confirmation report on journal only

IRC REPORT	REPORT #		REPORT SEQUENCE		
	1st level (X / Z1)	2nd level (X / Z2)	All ECRs consolidated	Per ECR individual	
Auto Full Transaction	8801	8802	o	o	
Hourly	8805	8806	o	o	
Grand Total 1	---	8807	o	o	
Cash In Drawer	8808	---	o	o	
Clerk	8810	8811	o	o	
Single Clerk (**X position** only)	8610	8611	o	o	Note 1
Specified 20 PLU/Group-A Sales per Clerk	---	8812	o	o	
Main Group-A	8820	8821	o	o	
Group-A	8825	8826	o	o	
Group-A Stock	---	8827	o	o	Note 2
Group-B	8830	8831	o	o	
PLU	8840	8841	o	o	
PLU Stock	---	8842	o	o	Note 2
Item Track	8862	---	*	o	
Clerk Item Track (**X position** only)	X-8864	---	*	o	
Single Clerk Track (**X position** only)	X-8664	---	o	o	Note 3
Clerk Balance	8870	---	*	o	
ESF Status [SF-78.a=1] (optional memory board required)	8879	---	*	o	Note 4

***** The consolidated reports are not available for these reports. However, if PC communication module Tensai2000 is used as an IRC master, you can take individual report from all ECRs at one time. In order to have the consolidated report data, add the individual report data together on PC.

In addition to all of above reports, you can take **Time & Attendance (8819)** reports by Tensai2000.

Note 1: X-8610 Single Clerk report is also printed with X-8664 Clerk Item Track report by [SF-28.b].

Note 2: **Consolidated Z report:** the stock of slave ECRs is added to master ECR's stock memory and cleared to zero.
Individual Z report: the stock of designated slave ECR is **not added** to master ECR's stock memory but it is cleared.
Both reports do not clear the master ECR's stock memory. Issue Z-27/42 reports on the master to clear.

Note 3: X-8664 All ECRs (consolidated) Clerk Item Track
Number of tracks per ECR printed on this report is limited to 21 tracks. If a clerk has more than 21 tracks, "ECR machine # --->" mark is printed on the report.

Note 4: To issue ESF report 8879, "ESF function available" [SF-78.a=1] should be set on both of master and slave ECRs. When this individual report is taken, the slave's ESF data is always transmitted to the master.
X-8879: the master prints ESF status but the slave IRC status only.
Z-8879: the master always prints ESF status only. The slave prints ESF status and if [SF-78.c=1] is set, the ESF data is printed with ESF status on the slave.

TRANSACTION REPORT SAMPLES

AUTO FULL TRANSACTION (01, 02)

Consists of two separate reports, Group-A (25, 26) and Full Transaction (03, 04). Refer to each report for details.

Depending on programming [SF-26, 27], issuing the Z-01 or Z-02 report will reset to zero any of the following data on each report where the data appears:

- Cash in Drawer
- Consecutive Receipt/Ticket Number
- X Report Count
- Grand Total 1

FULL TRANSACTION (03, 04)

```
X-03

SALES TTL
   1    F.C. MEDIA
                0.95
   1    EURO
               10.00
  10    CASH
              140.03
TOTAL
              150.98
AVRG           12.58
DRAWER TTL
   1    CHEQUE
               17.50
   1    F.C. MEDIA
  10.5425*     0.95
                  ¤9
   1    EURO
     1.97719 *
           10.00
             5.06
  10    CASH
              140.03
TOTAL
              167.53
         <     0.00⊖>
A
TXSL1          55.62
TXSL2          18.75
TOTAL
               74.37
TAX 1           1.11
TAX 2           0.75
TOTAL
                1.86
V
TXSL3          17.48
TOTAL
               31.36
TAX 3           0.52
TOTAL
                0.64
```

Media Amount in Sales
media count
media amount

calculated Euro amount in local currency

average sales per person (sales amount divided by number of persons entered in transactions)
Media Amount in Drawer

foreign currency exchange rate, calculated local currency media amount
media amount in foreign currency

Euro currency rate
temporarily calculated amount in local currency by actual amount in Euro currency
actual amount in Euro currency (Euro currency symbol is printed if [SF-65.b=0].)

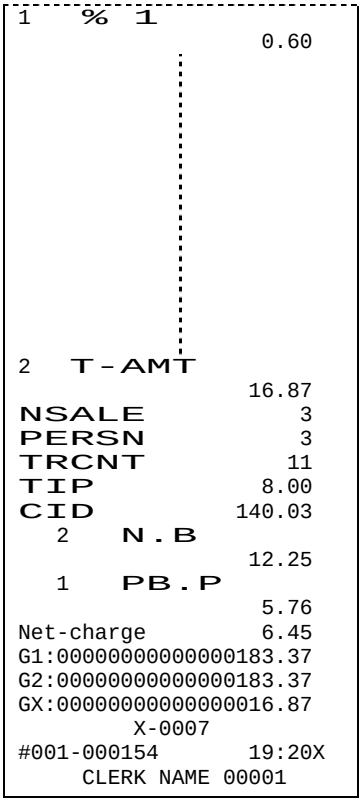
rounding error (arises because of difference when calculating back and forth for a currency exchange rate)
Symbol A for tax calculated by Add-on Tax method (printed if [SF-26.a=1])
taxable subtotal amount

total taxable subtotal

tax amount

total tax amount
Symbol V for tax calculated by VAT method

VAT amount is "re-calculated from the taxable subtotal at report taking" or "calculated at registration are accumulated and printed" by [SF-30.d].



count and amount of:
- %
- discount
- plus
- adjustments
- P/O
- R/A
- void
- refund
- transaction void
- PLU correction (printed if [SF-68.f=1])
- cheque cashing

training count, amount (key/symbol #15)

no sale count
number of people
transaction count
tip amount
cash in drawer amount
new balance count, amount (printed if [SF-27.g=0])

previous balance count, amount (printed if [SF-27.g=0])

net-charge
grand total 1
grand total 2 (not resettable)
training grand total (not resettable)
X-report count
machine #, consecutive #, time & mode
clerk name

Media Amount in Sales
Amount sold in each media. This amount does not include no sale transactions (P/O, R/A, cheque-cashing, etc.) and results of rounding.

Media Amount in Drawer
Actual amount in drawer. This amount includes no sale transactions (P/O, R/A, cheque-cashing, etc.) and results of rounding. When no sale transactions are done, the amounts will be added to the memory, but the media count will not be changed.
Differences between media amount in sales and media amount in drawer arise when payment is in one media and change is in another or as a result of rounding. For example, a customer gives a 100.00 cheque for a 60.00 charge. Change is 40.00 in cash. Then, media amount in sales adds 60.00 to cheque memory. Media amount in drawer adds 100.00 to cheque memory and subtracts 40.00 from cash memory.

Foreign Currency Media Amount in Drawer
When a media has been used for a foreign currency, the media in drawer memory stores the foreign currency value. The printed local currency amount is temporarily calculated by the memorized foreign currency value. The difference between the actual sales amount and the calculated local currency amount arises because of the difference when calculating back and forth for a currency exchange rate. This difference is printed under the total amount, within brackets < >.

For example, when a sales amount of 1.00 (decimal point is disregarded on calculation) is closed by a **F.C. MEDIA** key which has a preset exchange rate of 10.5425*,

* This exchange rate is calculated by "LC / FC". The calculation method "FC / LC" is also available by [MF-1.h].

1. Foreign currency is calculated by dividing the due amount 1.00, in local currency, by the exchange rate 10.5425.
Local Currency to Foreign Currency :
LC / exchange rate = 100 / 10.5425 = 9.4854... = rounded to **9** (printed on the receipt)

At the same time, the FC amount 9 is converted to LC amount 95 (9 x 10.5425) and the difference **.05** between the actual sales 1.00 and the calculated LC amount .95 is stored in the rounding error (difference) memory and will be printed within brackets < > on the sales report.

2. The printed local currency amount **.95** on the report is calculated from the memorized foreign currency **9**.
FC x exchange rate = 9 x 10.5425 = 94.8825 = rounded to **95**

Tax
Printed by [SF-26.a]. When using the VAT system, the taxable subtotal can be programmed not to include tax by [SF-22.c]. When using the add-on tax system, the taxable subtotal does not include tax. If programmed, adjustment, %, plus and discount calculations will affect each taxable subtotal.

Tip
Total amount of all clerk' tips. Tip will also be added to a media memory by [SF-29.f].

Cash in Drawer Amount
Total of the media in drawer amounts that are programmed to be added to CID.

New Balance
The amount closed by **NB** key for simple item track and PB+/PB- operations. Includes tax and percentage calculations if tax and percentage are calculated on closing by **NB** key [SF-16.g]. This amount does not reset to zero after the track or PB+/PB- operation is closed by a media key.

Previous Balance Plus
The count is the total number of times that a track was opened when the previous balance was either zero or positive and a PB+ key was used. The amount is the accumulation of positive previous balances that were picked up when a track was opened and an amount was entered by PB+ operations.

Previous Balance Minus
The count is the total number of times that a track was opened and a PB- key was used.
The amount is the accumulation of negative previous balances that were picked up when a track was opened and an amount was entered by PB- operations.

Net Charge
Net charge shows the total amount of all non-closed transactions. It is calculated from the new balance and the previous balances.

Grand Total
Grand Total 1 can be reset by issuing the Z-07 or Z-01 ([SF-27.a=1]).
Grand Total 2 is the accumulated grand total. (not resettable)
Grand Total X is the grand total of training transactions. (not resettable)
If programmed by [SF-29], grand total is calculated by: each PLU amount, % amount, plus amount, discount amount and tax amount.

Report Count
There are three kinds of report counts: X (read only), Z1 (1st level read/reset) and Z2 (2nd level read/reset).
Each Z count will be increased only when a Z-01/Z-02 report is issued or when any Z report is issued by [SF-26.b].

HOURLY (05, 06)

```
X-05

   14:00.....14:59
      11         50.55
   15:00.....15:59
       6         15.20
   16:00.....16:59
       8         22.25
TOTAL
                 88.00
```

time period
sales quantity, amount

Hourly data is recorded in one of two ways by [SF-27.d].

1. **Number of registrations and net amount.**
   Each item registered -- even if it includes multiplication -- increases the count by 1.
   The net amount includes VAT tax, "%, amount (+)/(-) calculations on items" but does not include add-on tax amount, adjustment amount, "%, amount (+)/(-) calculations on subtotal".

2. **Number of transactions and gross amount.**
   Each time a transaction is closed by a media key, the count is increased by 1.
   The gross amount includes VAT tax, add-on tax, adjustment amount, "%, amount (+)/(-) calculations on both items and subtotal".

GRAND TOTAL 1 (07)

Max. 14 digits of grand total can be printed. However, "0" is filled on the left side so as to cover up to 19 digits on the report. Grand Total 1 can be reset by issuing the Z-07 or Z-01 ([SF-27.a=1]).

```
X-07

G1:00000000000000183.37
```

CASH IN DRAWER (08)

Total of the media in drawer amounts is printed if media are programmed to be added to CID memory.

```
X-08

CID          140.03
```

Actual media amount which is manually entered in cash declaration sequence is printed on X/Z-08 CID report by [SF-27.b=1].

```
X-08

CHECK          0.00
CUPON          0.00
UC             0.00
TTL4           0.00
TTL5           0.00
TTL6           0.00
TTL7           0.00
TTL8           0.00
TTL9           0.00
TTL10          0.00
TTL11          0.00
TTL12          0.00
TTL13          0.00
TTL14          0.00
TTL15          0.00
TTL16          0.00
TTL17          0.00
TTL18          0.00
TTL19          0.00
TTL20          0.00
TTL21          0.00
TTL22          0.00
TTL23          0.00
TTL24          0.00
CASH         140.03
TOTAL        140.03
CID          140.03
               0.00
```

Even when the actual media amount is not manually entered in cash declaration sequence, zero media amount is printed.

actual media amount entered in cash declaration sequence printed by [SF-27.b]

CID amount

difference between actual amount in drawer and CID memory

CLERK (10, 11)

Contents of 1st level report (X/Z-10)
Each Clerk's Data
sequential clerk number, clerk name
transaction count, amount
AVRG: average sales per person (sales amount divided by number of persons entered in transactions)
S1~S4: sales commission 1 ~ 4 rate (each), sales-type 1 ~ 4 PLU amount (each)
total amount of sales-type 1 ~ 4 PLUs
CM: total amount of commission
tip amount
counts/amounts
void
refund
transaction void
counts
no sale
clear
correction
person
media in drawer memory
media count, amount
total media amount
< rounding error >
counts/amounts
P/O
R/A
cash in drawer amount
All Clerk's Total
total transaction amount
S1~S4: total amount of each sales-type 1 ~ 4 PLU
total amount of sales-type 1~ 4 PLUs
void amount
refund amount
transaction void amount

Contents of 2nd level report (X/Z-11)
Each Clerk's Data
sequential clerk number, clerk name
transaction count, amount
AVRG: average sales per person (sales amount divided by number of persons entered in transactions)
CM: total amount of commission
tip amount
person count
All Clerk's Total
total transaction amount

Note: On the full report, some data with value of "0" will be skipped. On individual reports, all data (whether "0" valued or not) is printed.

Sales-Type 1 ~ 4 PLU Amount
All PLUs are categorized by sales-type 1 ~ 4 [PF-1.c,d]. With a four-type clerk memory, the sales amounts of type-1 ~ 4 PLUs are listed separately from each clerk's transaction amount.

The sales-type 1 ~ 4 PLU amounts include the discount, plus and % amount on item by [SF-29.e]. These amounts on subtotal and adjustment amounts are always not included in the sales-type 1 ~ 4 PLU amounts. Also, when using the VAT system, the PLU amount can be programmed to include tax by [SF-27.c]. When using the add-on tax system, the PLU amount does not include tax.

Total Amount of Commission
Commission amount is calculated by the sales-type 1 ~ 4 of each PLU by four respective commission rates. Only the total amount will be printed on the report.

The ECR does not have 1st level memory for commission.
On the 1st level report, the commission is calculated by each sales-type when the report is issued. When the Z-report of 1st level clerk is issued, the commission is accumulated in the 2nd level.
On the 2nd level report, the commission is calculated from the temporary 1st level amount plus the 2nd level memory amount.

Cash In Drawer Amount
The media in drawer amounts per clerk that are programmed to be added to CID by [MF-1.a].

SPECIFIED 20 PLU/GROUP-A SALES PER CLERK (12)

This report is used to check who sold the specified PLUs or group-A assigned by SP-214 ([SF-12.c]).

```
X-12

C01
     CLERK NAME 00001
P-------------1#
  PLU-NAME 00001
       17         16.85
            :
```

sequential clerk number
clerk name
PLU code
PLU descriptor
sales quantity, amount

Notes:
- PLUs are printed by the assigned order.
- All data whether "0" valued or not is printed.

CLERK TIME & ATTENDANCE (19)

Optional memory board required.

```
X-19

    1#
        CLERK NAME 00001
MAR10/2003 08:50     J01
.......... 17:40   08:50
MAR11/2003 08:51     J01
.......... 17:35   08:44
MAR12/2003 21:55     J01
MAR13/2003 05:33   07:38
MAR15/2003 08:48     J02
.......... 17:45   08:57
MAR16/2003 08:51     J01
.......... 17:38   08:47
MAR17/2003 08:45     J02
-----/---- --:--   --:--
      J01    33.98
      J02     8.95
          X-0048
#001-000300        15:03X
    CLERK NAME 00001
```

4-digit clerk code
clerk name
time-in date and time, job number
time-out time, labor hour (time-out date is not printed if it is the same day as time-in)

time-out date and time

8 hours + (57 min./60 min.) = 8.95 hours
You can calculate his payment by "8.95 x pay amount".

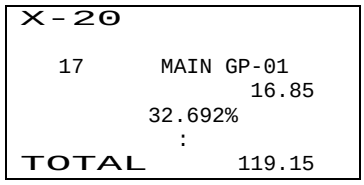
time-out operation is not performed yet

total labor hours per job

Note: If Z-19 report is taken, time-out date & time is automatically set, and calculated labor hour is printed with the automatic time-out symbol *****.

MAIN GROUP-A (20, 21)

This report shows the ten main group-A's which are used to monitor sales of all drinks, all snacks, all daily goods, etc. Each main group-A consists of linked group-A's.



main group-A quantity, descriptor
main group-A amount
sales % (printed by [SF-27.e])

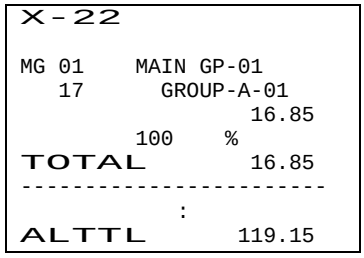
total amount

Main Group-A Quantity
The quantity is calculated either by stock rate or by item quantity [SF-68.c].

Sales %
Each group's % of total sales is calculated either by quantity of items sold or by sales amount ([SF-27.h]). A positive sales % is calculated from the total positive sales and a negative sales % is calculated from the total negative sales.

GROUP-A PER MAIN GROUP-A (22, 23)

This report shows the linked group-A's per main group-A.

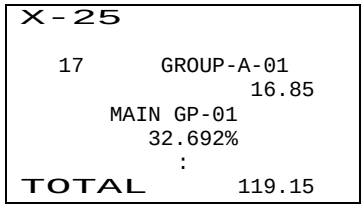


main group-A number, descriptor
linked group-A quantity, descriptor
linked group-A amount
sales % per main group-A (printed by [SF-27.e])
total amount per main group-A

total amount of all Main Group-As

Linked Group-A Quantity
The quantity is calculated either by stock rate or by item quantity [SF-68.c].

GROUP-A (25, 26) / GROUP-B (30, 31)



group quantity, descriptor
group amount
link main group-A descriptor (only for group-A)
sales % (printed by [SF-27.e])

total amount of all groups

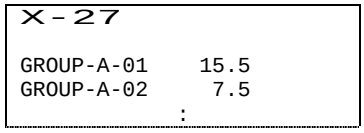
Group-A or B Quantity
Only Group-A quantity is calculated either by stock rate or by item quantity ([SF-68.c]).
Group-B quantity is always calculated by item quantity.

Group-A or B Amount
Group-A/B amount is calculated as:

total PLU amount linked to each group-A/B
%, (+), (-) amount on item ([SF-29.e])
+) VAT tax amount

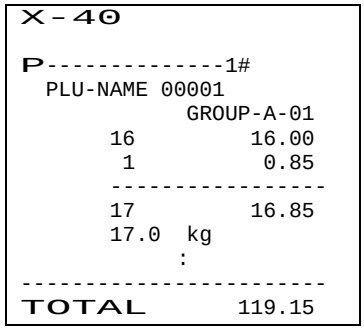
GROUP-A STOCK (27)

This report shows the total stock of PLUs which are linked to group-A. The stock is calculated either by item quantity or calculated quantity using stock rate by [SF-68.c].



group-A descriptor, total stock of PLUs linked to group-A

PLU (40, 41)



PLU code
PLU descriptor
link group-A descriptor
1st price PLU quantity, amount
2nd price PLU quantity, amount (not printed if [SF-8.b=1])

total of 1st & 2nd prices PLU quantity, amount (not printed if [SF-8.b=1])
sales quantity calculated by stock rate (printed if PLU has a stock rate [PF-2.b~d]), stock unit name is printed by [SF-6.a]

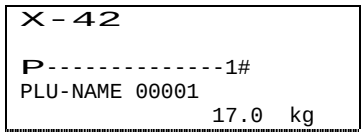
all PLUs' total amount

PLU Amount
PLU amounts include the discount, plus and % amounts on item ([SF-29.e]).
Discount, plus and % amounts on subtotal and adjustment amounts are never included in the PLU amounts.

Sales Quantity Calculated by Stock Rate
This quantity is calculated by each PLU's stock rate ([SF-68.c]). For example, if the stock rate is "0.2 (litter)" and the sold quantity is 3, the sales quantity will be 0.6 (litter).

PLU STOCK (42)

This report shows the stocks of PLU that remain. The stock is calculated either by item quantity or calculated quantity using stock rate ([SF-68.c]).



PLU code
PLU descriptor
stock (calculated by item quantity or by stock rate), stock unit name is printed by [SF-6.a]

NON-ACTIVE PLU (43, 44)

This report shows PLU items (PLU code and descriptor) that have not been sold.

MENU 1 ~ 3 PLU (50 ~ 55)

These reports show sales data for PLU assigned to each menu on the keyboard. The report contents are the same as PLU report.

GROUP-A PLU (56, 57) / GROUP-B PLU (58, 59)

This report shows the consolidated PLU sales data of items which are linked to a group-A or a group-B.
The report contents are almost the same as PLU report.

```
X-56

GA 01   GROUP-A-01
P-------------1#
  PLU-NAME 00001
      17          16.00
       2           0.85
   --------------------
      17          16.85
      17.0  kg
        100   %
TOTAL             16.85
------------------------
           :
ALTTL            119.15
```

Each group descriptor
PLU code (linked to group-A or B)
PLU descriptor
1st price PLU quantity, amount
2nd price PLU quantity, amount

total of 1st & 2nd prices PLU quantity, amount
sales quantity calculated by stock rate ([SF-68.c])
sales % per group (printed by [SF-27.f])
total amount per group

all group's total amount

TRACK TOTAL (60)

Shows the total balance amount of all tracks that have been closed by **NB** key. When tracks are closed by a media key, the data is updated by subtracting the track amounts from the total.

```
X-60

TOTAL             12.00
```

total balance due of all tracks

ITEM TRACK (62)

Shows each track amount that has been closed by **NB** key.

```
X-62

<       5>
     CLERK NAME 00001
                    5.00
<       6>
     CLERK NAME 00001
                    7.00
TOTAL             12.00
```

< track number >
assigned clerk name
balance due

total balance due of all tracks

CLERK ITEM TRACK (64)

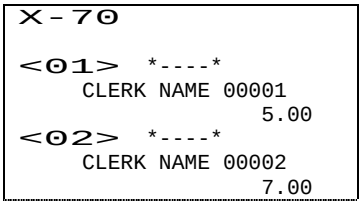
Shows each amount of temporarily closed Item Tracks per clerk.

```
X-64

CLERK NAME 00001
<       5>           5.00
<       6>           7.00
```

clerk name
< track number >, balance due

CLERK BALANCE (70)

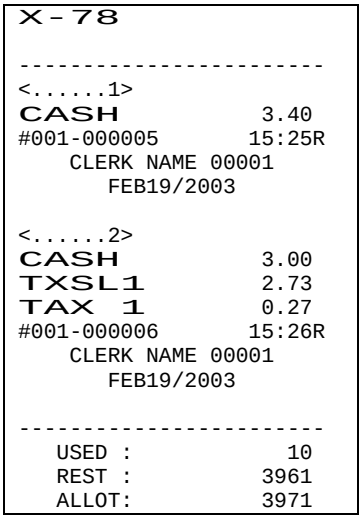
Shows each clerk balance that has been stored under the clerk interrupt system.



< clerk sequential number >, * table number *
clerk name
balance due in the clerk memory

CUSTOMER BILL (78)

Shows the historical record of the main details of all finalized item tracks. They do not include PLU contents. It is memorized in the customer bill memory by [SF-78.h]. Optional memory board required.



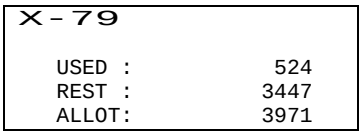
item track number
finalized amount
last line information

date

number of used records
number of remaining records
total number of records

ESF STATUS (79)

Each journal data is memorized in the ECR's ESF (Electronic Store & Forward) memory by [SF-78.a]. This report shows the ESF status. For Z-79 report, ESF status with all ESF data is printed by [SF-78.c] whereas ESF status report is prohibited by ECR (permitted only by PC) by [SF-78.d].



number of used records
number of remaining records
total number of records

X. WARNING MESSAGES

The messages which are programmed by SP-182 will be displayed under certain specific conditions. In the auto preset condition, the default messages "WARN MESSAGE# xx" are displayed.

WM-#1 **PRINTER ERROR:** Unplug AC cord and perform the initial reset operation.

WM-#2 **INPUT FIGURE OVER LIMITATION**
Press **CL** key. (PLU HALO can be released temporarily by using **HALO RELEASE** key)
It is displayed when total amount exceeds the amount limitation of EFT terminal.

WM-#3 **CLERK IS NOT SIGNED ON**

WM-#4 **ITEM OR MEDIA (SLIP) VALIDATION IS COMPULSORY**
Print item or media validation by **ITEM/MEDIA VALIDATION** key.
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#5 **TOTAL (SLIP) VALIDATION IS COMPULSORY:** Print total validation by **TOTAL VALIDATION** key.
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#6 **Dot Printer: VALIDATION PAPER HAS NOT BEEN INSERTED INTO ECR**
It is displayed only when [SF-10.c=1] is set.

WM-#7 **Dot Printer: VALIDATION PAPER HAS NOT BEEN REMOVED FROM ECR**
It is displayed only when [SF-10.c=1] is set.

WM-#8 **MESSAGE INPUT IS COMPULSORY**
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#9 **PERFORM FOREIGN CURRENCY SUBTOTAL DISPLAY OPERATION**
Press **F.C. SBTL** key and **F.C. MEDIA** key.

WM-#10 **NUMBER OF PERSONS INPUT IS COMPULSORY**
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#11 **SBTL KEY DEPRESSION IS COMPULSORY BEFORE TENDERED AMOUNT INPUT**
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#12 **TAX TABLE IS NOT PRESET:** Enter tax amount manually. Preset tax table.

WM-#13 **TENDERED AMOUNT INPUT IS COMPULSORY**
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#14 **DRAWER IS OPEN**
This message is displayed only when the factory optional 'drawer open sensor' is being used.

WM-#15 **CASH DECLARATION IS COMPULSORY**
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#16 **REGISTRATION BUFFER IS ALMOST FULL:** Prepare to close the transaction.

WM-#17 **PLU STOCK IS ZERO OR NEGATIVE**
Enter stock by programming. Displays only if programmed.
(can be released temporarily by using **HALO RELEASE** key)

WM-#18 **Dot Printer: JOURNAL PAPER NEAR END**
Replace with new paper roll.
(only at the beginning of transaction, it can be released temporarily by using **OFF COMPULSORY** key)

WM-#19 **ECR TO ECR RAM DATA TRANSFER ERROR**
Check the cable connection between ECR & ECR. Refer to INTERFACES & PERIPHERALS MANUAL for details.

WM-#20 **CLERK iBUTTON IS REMOVED**
Insert previously removed clerk iButton.

WM-#21 **SLIP PRINTER IS BUSY**
Press **CL** key and wait for the printer to be ready. Press 'PRINT' on the printer to proceed with the slip.

WM-#22 **NOT USED**

WM-#23 **RECEIPT PAPER END**
Replace with new paper roll. Dot Printer: While the paper is replaced, only RPF key can be pressed. Press X2 key to start printing. It is displayed only when [SF-10.b=1] is set for dot printer.

WM-#24 **JOURNAL PAPER END**
Replace with new paper roll. Dot Printer: While the paper is replaced, only JPF key can be pressed. Press X2 key to start printing. It is displayed only when [SF-10.a=1] is set for dot printer.

WM-#25 **Thermal Printer: THERMAL PRINTER IS OVERHEATED**
Please wait until the head cools down.

WM-#26 **Thermal Printer: THERMAL PRINTER HEAD IS RELEASED**
Close the paper roll cover by pressing down the surbased point.

WM-#27 **SHORT TENDERING AMOUNT INPUT OF TTL 25 PROHIBITED**

WM-#28 **SIMPLE CONDIMENT PLU ENTRY IS PROHIBITED**
Main PLU not entered yet.

WM-#29 SIMPLE CONDIMENT PLU INPUT IS COMPULSORY
(can be released temporarily by using **OFF COMPULSORY** key)
WM-#30 PLU NOT FOUND: Enter correct PLU code or program PLU code.
WM-#31 CHECK-OUT BILL ISSUE IS COMPULSORY
Press **CHECK-OUT BILL** key. (can be canceled by using **BILL CANCEL** key)
WM-#32 SLIP PAPER HAS NOT BEEN INSERTED
WM-#33 CURRENT ITEM TRACK / CLERK INTERRUPT MEMORY IS FULL
Close the item track or the clerk's transaction temporarily by **NEW BALANCE** key or close it by a **TOTAL** (media) key.
WM-#34 ENTIRE ITEM TRACK / CLERK INTERRUPT MEMORY IS FULL
- close the item track by **NEW BALANCE** key or the clerk's transaction temporarily by **STORAGE** key, then
- close another item track, or
- another clerk's transaction by a media key to secure additional item track / clerk interrupt memory, or
- do the previous balance key operation.

CHECKING THE NUMBER OF BLOCKS OF ITEM TRACK [SF-12.a=0] or CLERK INTERRUPT MEMORY [SF-12.a=1]

This function is used for checking the number of remaining blocks.
- Set the control key to X position.
- Press **ITEM TRACK #** key.
- The number of remaining blocks is displayed.

number of remaining blocks (total 384 blocks)

After the item track or the clerk's transaction has been closed by a media key, the occupied blocks will become free. To secure the memory of currently occupied transactions, a new transaction can not be opened, even if a few blocks remain.

The maximum number of item tracks or clerk interrupt memories, that can be handled, depends on the number of items registered per item track or clerk interrupt memory.

# of blocks
- 384 blocks are available.
- One transaction always occupies one block.
- Up to 24 blocks (max. 359 items) are used for one transaction.
- 1st block can memorize 7 items, and 2nd ~ 24th blocks 16 items per block.

# of item tracks/clerk interrupt memories (max. 99 item tracks/32 clerk interrupt memories)
Up to 99 item tracks (max.) can be used if 39 items each is registered.
Up to 50 item tracks can be used if 103 items each is registered.
Up to 32 item tracks or clerk interrupt memories (max.) can be used if 183 items each is registered.
Up to 16 item tracks or clerk interrupt memories can be used if 359 items (max.) each is registered.

For example, in case of 50 tracks: 384 blocks / 50 tracks = 7 (7.68) blocks / track, 7 items + 6 blocks * 16 items = 103 items

WM-#35 NEW BALANCE CLOSING OF ITEM TRACK IS COMPULSORY
(can be released temporarily by using **OFF COMPULSORY** key)
WM-#36 NEW BALANCE CLOSING OF ITEM TRACK IS PROHIBITED
WM-#37 ITEM TRACK # INPUT IS COMPULSORY
WM-#38 TABLE # INPUT FOR CLERK INTERRUPT IS COMPULSORY
WM-#39 COOKING MESSAGE INPUT IS COMPULSORY
(WM-#36~39: can be released temporarily by using **OFF COMPULSORY** key)
WM-#40 ITEM TRACK TRANSFER IS PROHIBITED
WM-#41 ITEM TRACK # NOT FOUND
WM-#42 SLIP PRINT IS COMPULSORY: (can be released temporarily by using **OFF COMPULSORY** key)
WM-#43 CLERK ID ERROR
The clerk was not assigned to the track in registration. Enter correct clerk code or use the correct clerk key.
WM-#44 SUBTOTAL BILL ISSUE COMPULSORY: (can be released by using **BILL CANCEL** key)
WM-#45 ARE YOU SURE TO EXECUTE TRANSACTION VOID ?

WM-#46 CLERK IS BEING USED
Sign off the clerk in R position. Then sign on the clerk again in the appropriate control key position by entering clerk code and pressing **CLERK ID** key.
(displayed when Z report or program sequence is performed during transaction)

WM-#47 NOT USED

WM-#48 PLU CODE CHECK DIGIT ERROR
Enter correct PLU code.

WM-#49 PLU CODE PRICE CHECK DIGIT ERROR OF IN-STORE MARKING CODE
Enter correct PLU code.

WM-#50 NOT USED

WM-#51 NOT USED

WM-#52 NOT USED

WM-#53 NOT USED

WM-#54 CUSTOMER BILL MEMORY NOT EXIST
(displayed when optional memory board has not been installed)

WM-#55 CUSTOMER BILL MEMORY IS NEAR FULL

WM-#56 CUSTOMER BILL MEMORY IS FULL
Take Z-78 Customer Bill report to reset customer bill memory.

WM-#57 Dot Printer: PRINT FONT DATA IN RAM IS FAIL
Original print font data in ROM is copied and written into RAM automatically.

WM-#58~62 NOT USED

WM-#63 PREPARATIONS FOR EURO CONVERSION ARE NOT COMPLETED
[SF-54.e=1], PGM-397, PGM-101

WM-#64 ENTERED NUMBERS FOR EURO CONVERSION SEQUENCE IS NOT CORRECT

WM-#65 SCANNER COMMUNICATION ERROR

WM-#66~68 NOT USED

WM-#69 JOURNAL DATA TRANSFER BUFFER IS FULL

WM-#70 IRC LINE (RS485) IS BUSY

WM-#71 ECR IS IN COMMUNICATION WITH EFT TERMINAL

WM-#72 EFT TERMINAL COMMUNICATION ERROR
Press **CL** key.

WM-#73 CARD DATA ABORTED BY EFT TERMINAL

WM-#74 ENTER VOUCHER NUMBER PRINTED ON A RECEIPT OF EFT TERMINAL

WM-#75 SLIP PRINTER ERROR
Confirm the setting of slip printer. Refer to INTERFACES & PERIPHERALS MANUAL for details.

WM-#76 ENTER CORRECT CLERK CODE FOR TIME-IN OPERATION

WM-#77 TIME-IN OPERATION ALREADY DONE

WM-#78 TIME-IN OPERATION HAS NOT BEEN DONE YET

WM-#79 TIME & ATTENDANCE MEMORY IS FULL OR MEMORY NOT EXIST
Take Z-19 Time & Attendance report.
(displayed when optional memory board has not been installed)

WM-#80 ESF MEMORY IS FULL
Clear ESF data by issuing Z-79 report with data print by [SF-78.c], by taking Z-8879 by PC (from Tensai2000), or by taking Z-79 report by PC batch communication. See also MISCELLANEOUS MESSAGES "ESF NEAR FULL".

WM-#81~84 KITCHEN PRINTER 1 ~ 4 ERROR
Confirm the setting of printers. Refer to INTERFACES & PERIPHERALS MANUAL for details.

WM-#85~88 NOT USED

WM-#89 EFT TERMINAL IS OUT OF ORDER
Set "Storing EFT" for C-ZAM EFT terminal according to Dutch bank specification.

WM-#90 COMMUNICATION TIME OUT

WM-#91 WEIGHT HAS NOT BEEN CHANGED (ITEM NOT REMOVED)
(displayed only when the scale has been programmed this way)

WM-#92 NOT USED

WM-#93 TARE WEIGHT ENTRY IS OVER FLOW

WM-#94 TARE WEIGHT ENTRY IS COMPULSORY
(can be released temporarily by using **OFF COMPULSORY** key)

WM-#95 MANUAL TARE WEIGHT ENTRY IS PROHIBITED

WM-#96 THIS PLU IS NOT SCALABLE PLU

WM-#97 SCALE COMMUNICATION ERROR / WEIGHT ERROR
Confirm the setting of scale. Refer to INTERFACES & PERIPHERALS MANUAL for details.
Reduce the item on the scale or put the item if the weight display is zero. This is displayed if the item weight on the scale exceeds the limit weight of the scale or the item weight is zero when **SCALE** key is pressed.

MISCELLANEOUS MESSAGES

INITIAL RESET RQ	SYSTEM ERROR : Since Initial Reset is required, perform the initial reset.
IR DONE	INITIAL RESET OPERATION ACCEPTED
--- Pc comm ---	IN PC BATCH COMMUNICATION
PC comm error	PC BATCH COMMUNICATION ERROR
--- PC-IN ---	RECEIVING RAM DATA FROM PERIPHERAL (ECR to ECR RAM data transfer)
--- PC-OUT ---	TRANSFERRING RAM DATA TO PERIPHERAL (ECR to ECR RAM data transfer)
ESF NEAR FULL displayed on the bottom line	OPTIONAL ESF MEMORY IS NEAR FULL 3371 records out of maximum 3971 if customer bill function is used. 7343 records out of maximum 7943 if customer bill function is <u>not</u> used. The ESF memory near full condition can be cleared by issuing Z-79 report with data print by [SF-78.c], by taking Z-8879 by PC (from Tensai2000), or by taking Z-79 report by PC batch communication. When ESF memory becomes full, the data first stored, i.e. data at the starting of ESF memory area, will be deleted from ESF memory (only when [SF-78.b=0] is selected).

XI. IRC MESSAGES

Following messages are displayed on the master ECR or the slave ECRs in IRC communication:

Displayed on Slave ECR	
--- IRC COMM ---	Displayed on the top when a slave ECR is in IRC communication.
Displayed on Master ECR	
-- IRC BUSY --	Displayed on the top when a slave ECR is in IRC communication, or when the communication line is being used by other ECR for slip printer transmission, etc.
ECR#-xx	Displayed on the bottom when master ECR is in IRC communication of report collection or program download.
ECR#-xx OFF	Displayed on the bottom while the master is taking IRC Z report when a slave ECR is in error (can not communicate), or when the power is OFF, or the cable being disconnected.
ECR#-xx BUSY	Displayed on the bottom when a slave ECR is processing a transaction, or when a transaction is closed but some compulsory conditions still remain.

xx: slave ECR's IRC ID (last two digits of machine number)

POWER OFF / BUSY / COMMUNICATION ERROR AT SLAVE ECR

For **X-report data**, the master ECR prints consolidated X report skipping power offed or busy slave ECR. See IRC status printed at the end of the report for non-consolidated slave ECRs.

When collecting **Z-report data** and one or more of the slave ECRs are not ready, the master ECR displays slave ECR status as shown above. Re-attempt to collect the slave's report or skip it.

TTL 25 key for re-attempt:
If you wish to include an ECR's data on Z-report, close the transaction in process on that particular slave, or turn its power on and then press **TTL 25** key on the master ECR.

CL key for skip:
If you do not wish an ECR's data on the report, press **CL** key and the master will skip that slave ECR. Master resumes data collection for the next ECR in the system.

POWER OFF AT MASTER ECR

If the power fails while collecting **X-report data**, the master prints consolidated X report when the power returns. See IRC status printed at the end of the report for non-consolidated slave ECRs.

If the power fails while collecting **Z-report data**, the master ECR displays the machine number of the slave ECR when the power returns. Press **CL** key to skip or press **TTL 25** key to re-attempt.